<Character Name>

Personality:

Race:	<Race>
Sex:	<Sex>
Class:	<Class>
Level:	<Level>
Age:	<Age> years old
Height:	<Height> meters tall
Muscle Mass:	<Size>
Colour:	<Colour> skin tone
Mass:	<Mass> kg
Nature:	<Alignment>

Backstory:

<Backstory facts>

Languages:

– Common
– <Language>

Stats:

Hit points:	<Hp>/<hit dc + Const.>
Hit dice available:	<HD>/<Lvl.>
Armour class:	<10 or Am.+Sh.+Dex.+Size>
Initiative:	<Dex.>
Speed:	<Speed>
Passive Wisdom:	<10+Wiz>
Proficiency bonus:	2
Spells Prepared:	<If wiz, Lvl.+Int.>
Exp:	0/300

Skill Proficiencies:

– <Proficient Skill>
– <Proficient Skill>

Attributes:

Category:	Value:	Mod:
Strength	<Value>	<Value>
Dexterity	<Value>	<Value>
Wisdom	<Value>	<Value>
Constitution	<Value>	<Value>
Intelligence	<Value>	<Value>
Charisma	<Value>	<Value>

Save Throws:

– <Proficient Attribute>
– <Proficient Attribute>

Spell save DC = 8+<Prof. bon.>+<Spell. Attribute>

Weapons:

– <Starting Weapon> (proficient) <Damage> damage
– <Starting Weapon> (proficient) <Damage> damage

Choosen Abilities and Traits:

– <Choosen Ability>
  - <Under Ability>

Spell Slots:

1st level slot	☑
1st level slot	☐

Item Proficiencies:

– <Proficient Item>
– <Proficient Item>

Spellbook "If you have one"

Cantrips:	
<Spell>	
<Spell>	
<Spell>	
1st. Level Spells	
<Spell>	☐
<Spell>	☐
<Spell>	☑
<Spell>	☑
<Spell>	☑
<Spell>	☑
2nd. Level Spells	
3rd. Level Spells	
4th. Level Spells	
5th. Level Spells	
6th. Level Spells	
7th. Level Spells	
8th. Level Spells	
9th. Level Spells	

Items

Item	Weight [kg]
\<Items\>	\<Weight\>
\<Nr. of Gold pieces\> gp	
Sum	\<Weight\>

Carrying capacity:

Category	Weight [kg]
Lightly encumbered	0 - \<5 * Strength / 2\>
Encumbered	\<5 * Strength / 2\> - \<10 * Strength / 2\>
Heavily encumbered	\<10 * Strength / 2\> - \<15 * Strength / 2\>