

<Character Name>

Personality:

Race: <Race>
Sex: <Sex>
Class: <Class>
Level: <Age>
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
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

Chosen Abilities and Traits:

- <Chosen 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>	<input type="checkbox"/>
<Spell>	<input type="checkbox"/>
<Spell>	<input checked="" type="checkbox"/>
<Spell>	<input checked="" type="checkbox"/>
<Spell>	<input checked="" type="checkbox"/>
<Spell>	<input checked="" type="checkbox"/>
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 - $\langle 5 * \text{Strength} / 2 \rangle$
Encumbered	$\langle 5 * \text{Strength} / 2 \rangle$ - $\langle 10 * \text{Strength} / 2 \rangle$
Heavily encumbered	$\langle 10 * \text{Strength} / 2 \rangle$ - $\langle 15 * \text{Strength} / 2 \rangle$