

# <Character Name>

## Personality:

**Race:** <Race>  
**Sex:** <Sex>  
**Class:** <Class>  
**Level:** <Lvl.>  
**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 Die + Const.>  
**Hit dice available:** <HD>/<Lvl.>  
**Armour class:** <10 or Am.+Sh.+Dex.+Size>  
**Initiative:** <Dex.>  
**Speed:** <Speed Mod.>  
**Passive Wisdom:** <10 + Wiz. Mod.>  
**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. Att. Mod.>

## Weapons:

- <Starting Weapon> (proficient) <Damage> damage
  - <Starting Weapon> (proficient) <Damage> damage
- Hit = 1d20 + <ab. mod.> + <prof.>  
Damage = W.D. + <ab. mod.>

## Item Proficiencies:

- <Proficient Item>
- <Proficient Item>

## Chosen Abilities and Traits:

- <Chosen Ability>
- <Under Ability>

## Spell Slots:

1st level slot ☒  
1st level slot ☐

## Spell list "If you have one"

### Cantrips:

- <Spell>

### 1st. Level Spells:

- <Spell>

## Attuned Items:

1st ..... Black Cloak of Protection  
2nd  
3rd

# 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]
<Nr. of Gold pieces> gp	
<Items> .....	<Weight>
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>