<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

Backstory:

 \leq 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>

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>	< Value>
Dexterity	<value></value>	<Value $>$
Wisdom	<value></value>	<Value $>$
Constitution	<value></value>	<Value $>$
Intelligence	<value></value>	<Value $>$
Charisma	<value></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:

Item Proficiencies:

- < Proficient Item>
- < Proficient Item>

Spellbook "If you have one"

Cantrips:		
<spell></spell>		
<Spell $>$		
<Spell $>$		
	1st. Level Spells	
<spell></spell>		
<Spell $>$		
<spell></spell>		$ $ $\underline{\mathscr{C}}$
	2nd. Level Spells	
	2nd I arral Corolla	
	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></items>	<weight></weight>
<nr. gold="" of="" pieces=""> gp</nr.>	
Sum	<weight></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>