

<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.>

Chosen Abilities and Traits:

- <Chosen Ability>
 - <Under Ability>

Spell Slots:

1st level slot ☒
1st level slot ☐

Item Proficiencies:

- <Proficient Item>
- <Proficient Item>

Spell list "If you have one"

Cantrips:

- <Spell>

1st. Level Spells:

- <Spell>

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> |