

CHARACTER NAME

LEVEL & CLASS	PLAYER NAME
BACKGROUND	RACE
EXPERIENCE	Next Level

STRENGTH	STR <input type="radio"/> INT <input type="radio"/> DEX <input type="radio"/> WIS <input type="radio"/> CON <input type="radio"/> CHA <input type="radio"/>	RESISTANCES	MAXIMUM HIT POINTS	PROFICIENCY BONUS	ARMOR CLASS	AC DESCRIPTION Armor Shield Dex <input type="radio"/> Medium Armor <input type="radio"/> Heavy Armor Magic Misc Misc		
DEXTERITY	Temporary Hit Points:					ARMOR		
CONSTITUTION	CURRENT HIT POINTS					INITIATIVE	INSPIRATION	
INTELLIGENCE	SUCCESSES <input type="radio"/> <input type="radio"/> FAILURES <input type="radio"/> <input type="radio"/> DEATH SAVES					LEVEL DIE USED HIT DICE	ENCUMBERED SPEED	ABILITY SAVE DC
WISDOM	FEATURE MAX RECOVER USED					LIMITED FEATURES	ARMOR Light <input type="radio"/> Medium <input type="radio"/> Heavy <input type="radio"/> Shields WEAPONS Simple <input type="radio"/> Martial <input type="radio"/> Other Weapons: LANGUAGES TOOLS & OTHERS	
CHARISMA						ACTIONS	PROFICIENCIES	
SKILLS					BONUS ACTIONS	REACTIONS		

PASSIVE WISDOM (PERCEPTION)		ATTACK NAME	RANGE	TO HIT	DAMAGE	DAMAGE TYPE
SENSES		DESCRIPTION				
NAME	TOTAL	ATTACK NAME				
AMMUNITION	AMMUNITION	ATTACKS: WEAPONS & CANTRIPS				

CLASS FEATURES	
A large vertical column for listing class features.	

PERSONALITY TRAITS	
IDEALS	
BONDS	
FLAWS	

Feature Name:	
A large rectangular area for detailing a specific feature.	
BACKGROUND FEATURE	
RACIAL TRAITS	

ADVENTURING GEAR	#	ADVENTURING GEAR	#
SUBTOTAL		SUBTOTAL	

EQUIPMENT

ADVENTURING GEAR	#	CP
		SP
		EP
		GP
		PP
WEIGHT CARRIED		
ENCUMBERED		
HEAVILY ENCUMBERED		
PUSH/DRAZ/LIFT		
SUBTOTAL		

### NOTES

ADVENTURING GEAR	#	ADVENTURING GEAR	#
SUBTOTAL		SUBTOTAL	

### EXTRA EQUIPMENT

### OTHER HOLDINGS

FEAT:

FEAT:

FEAT:

FEAT:

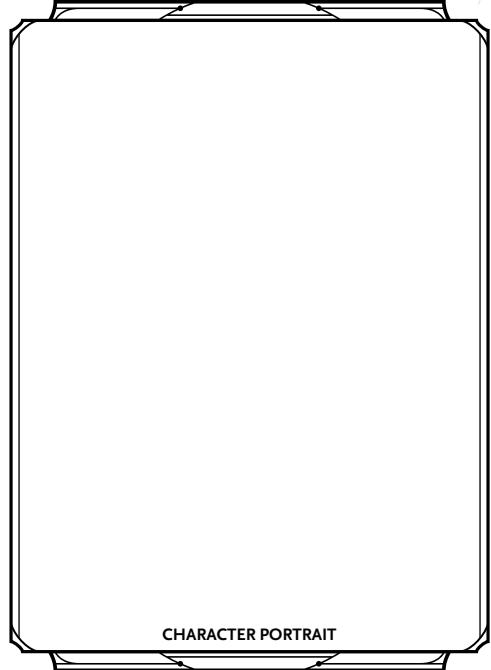
FEATS

MAGIC ITEM:

Attuned

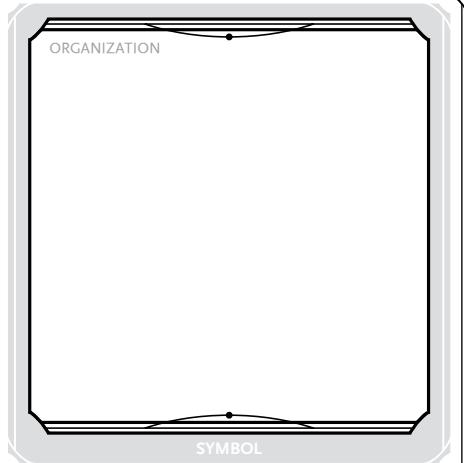
MAGIC ITEMS

CHARACTER NAME	GENDER	AGE	SIZE	HEIGHT	WEIGHT
	ALIGNMENT	FAITH	HAIR	EYES	SKIN



CHARACTER PORTAIT

ALLIES & ORGANIZATIONS
ORGANIZATION
SYMBOL



APPEARANCE
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APPEARANCE

LIFESTYLE	DAILY PRICE
ENEMIES	CHARACTER HISTORY





CHARACTER NAME

1ST LEVEL | 2ND LEVEL | 3RD LEVEL | 4TH LEVEL | 5TH LEVEL | 6TH LEVEL | 7TH LEVEL | 8TH LEVEL | 9TH LEVEL

SPELL SLOTS

