

CHARACTER NAME

LEVEL & CLASS	PLAYER NAME
BACKGROUND	RACE
EXPERIENCE	Next Level

STRENGTH

STR ○ INT
○ DEX ○ WIS
○ CON ○ CHA
RESISTANCES

MAXIMUM HIT POINTS PROFICIENCY BONUS ARMOR CLASS

Temporary Hit Points:

CURRENT HIT POINTS	INITIATIVE
SUCCESES FAILURES DEATH SAVES	LEVEL DIE USED ENCUMBERED HIT DICE SPEED

AC DESCRIPTION

Armor
Shield
Dex ○ Medium Armor ○ Heavy Armor
Magic
Misc
Misc

ARMOR

DEXTERITY

INSPIRATION

CONSTITUTION

ABILITY SAVE DC

INTELLIGENCE

ARMOR
Light ○ Medium ○ Heavy ○ Shields
WEAPONS
○ Simple ○ Martial ○ Other Weapons:
LANGUAGES
TOOLS & OTHERS

PROFICIENCIES

WISDOM

LIMITED FEATURES

FEATURE	MAX	RECOVER	USED
ACTIONS			
BONUS ACTIONS			
REACTIONS			

CHARISMA

ACTIONS

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

CLASS FEATURES

PERSONALITY TRAITS
IDEALS
BONDS
FLAWS

Feature Name:

BACKGROUND FEATURE

RACIAL TRAITS

ADVENTURING GEAR	#
SUBTOTAL	

ADVENTURING GEAR	#
SUBTOTAL	

EQUIPMENT

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

NOTES

ADVENTURING GEAR	#	ADVENTURING GEAR	#
SUBTOTAL		SUBTOTAL	

EXTRA EQUIPMENT

OTHER HOLDINGS

FEAT:

FEAT:

FEAT:

FEAT:

FEATS

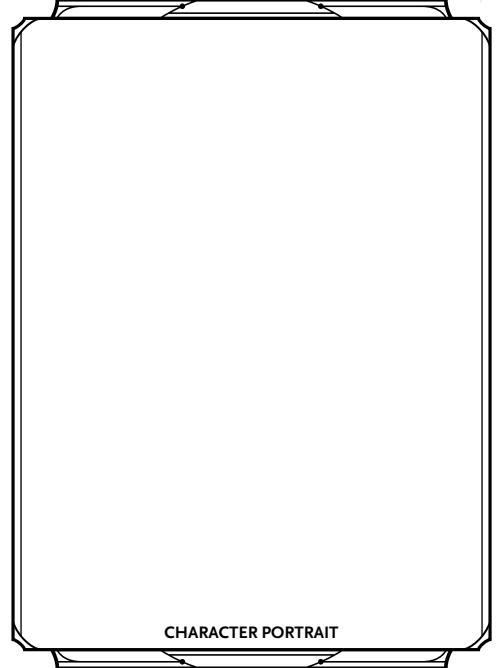
MAGIC ITEM:

Attuned

MAGIC ITEMS

CHARACTER NAME

GENDER	AGE	SIZE	HEIGHT	WEIGHT
ALIGNMENT	FAITH	HAIR	EYES	SKIN



CHARACTER PORTAIT

ALLIES & ORGANIZATIONS

ORGANIZATION				
SYMBOL				

APPEARANCE

LIFESTYLE	DAILY PRICE
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ENEMIES

CHARACTER HISTORY



RACE SIZE HEIGHT WEIGHT
TYPE AGE GENDER ALIGNMENT

NAME

STRENGTH

<input checked="" type="radio"/>	STR	<input type="radio"/>	INT
<input type="radio"/>	DEX	<input type="radio"/>	WIS
<input type="radio"/>	CON	<input type="radio"/>	CHA

SAVING THROWS

ARMOR CLASS PROFICIENCY BONUS Temporary HP:
MAXIMUM HIT POINTS CURRENT HIT POINTS SUCCESSES
DEATH SAVES FAILURES

DEXTERITY

INITIATIVE SPEED
LEVEL USED DIE
HIT DICE ATTACKS PER ACTION

ATTACK NAME RANGE TO HIT DAMAGE DAMAGE TYPE
DESCRIPTION

ATTACKS

CONSTITUTION

FEATURES TRAITS

INTELLIGENCE

EYE
EAR
SMELL
TASTE
TOUCH
SKILLS

WISDOM

NOTES

CHARISMA

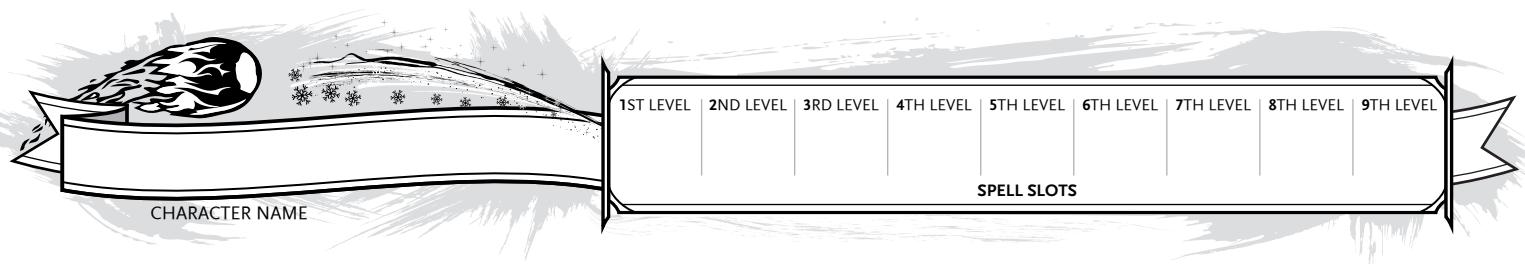
REMARKS

PASSIVE WISDOM (PERCEPTION)

SENSES

NOTES

NOTES



CHARACTER NAME

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

SPELL SLOTS

