

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 SUCCESSES LEVEL DIE USED FAILURES DEATH SAVES HIT DICE SPEED	AC DESCRIPTION Armor Shield Dex ○ Medium Armor ○ Heavy Armor Magic Misc Misc ARMOR INSPIRATION ABILITY SAVE DC
DEXTERITY	SAVING THROWS	LIMITED FEATURES	ARMOR WEAPONS Light ○ Medium ○ Heavy ○ Shields Simple ○ Martial ○ Other Weapons: LANGUAGES TOOLS & OTHERS PROFICIENCIES
CONSTITUTION	SKILLS	ACTIONS BONUS ACTIONS REACTIONS	
INTELLIGENCE			
WISDOM			
CHARISMA			

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

CLASS FEATURES	
A large area for listing Class Features.	

PERSONALITY TRAITS	
IDEALS	
BONDS	
FLAWS	

Feature Name:

BACKGROUND FEATURE	
A large area for listing Background Features.	

RACIAL TRAITS	
A large area for listing Racial Traits.	

ADVENTURING GEAR	#	ADVENTURING GEAR	#
SUBTOTAL		SUBTOTAL	

EQUIPMENT

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

