

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) | ATTACK NAME | RANGE | TO HIT | DAMAGE | DAMAGE TYPE |
| SENSES | DESCRIPTION | | | | |
| AMMUNITION | NAME TOTAL | NAME TOTAL | ATTACKS: WEAPONS & CANTRIPS | | |

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|---------------------------|
| <p>PERSONALITY TRAITS</p> |
| <p>IDEALS</p> |
| <p>BONDS</p> |
| <p>FLAWS</p> |

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|--|---------------------------|
| <p>Feature Name:</p> <hr/> <hr/> <hr/> <hr/> <hr/> | BACKGROUND FEATURE |
| <hr/> <hr/> <hr/> <hr/> <hr/> | RACIAL TRAITS |

