

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
DEXTERITY			INSPIRATION
CONSTITUTION	SAVING THROWS		ABILITY SAVE DC
INTELLIGENCE		LIMITED FEATURES	ARMOR Light ○ Medium ○ Heavy ○ Shields WEAPONS ○ Simple ○ Martial ○ Other Weapons: LANGUAGES TOOLS & OTHERS  PROFICIENCIES
WISDOM	SKILLS	ACTIONS BONUS ACTIONS REACTIONS	
CHARISMA		ACTIONS	

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

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

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

## NOTES

## **EXTRA EQUIPMENT**

#### **OTHER HOLDINGS**

FEAT:	
FEAT:	
FEAT:	
FEAT:	

MAGIC ITEM:

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MAGIC ITEMS

MAGIC ITEMS







