

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

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

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

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

NOTES

EXTRA EQUIPMENT

OTHER HOLDINGS

OTHER HOLDINGS

FEAT:	
FEAT:	
FEAT:	
FEAT:	

MAGIC ITEM:	

MAGIC ITEMS



