

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			ARMOR Light ○ Medium ○ Heavy ○ Shields WEAPONS ○ Simple ○ Martial ○ Other Weapons:
WISDOM		LIMITED FEATURES	LANGUAGES TOOLS & OTHERS
CHARISMA	SKILLS	ACTIONS BONUS ACTIONS REACTIONS	PROFICIENCIES

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

## CLASS FEATURES

## RACIAL TRAITS

## PERSONALITY TRAITS

## IDEALS

## BONDS

## FLAWS

Feature Name:

## BACKGROUND FEATURE

## EQUIPMENT

## ADVENTURING GEAR

#

## ADVENTURING GEAR

#

## ADVENTURING GEAR

#



SUBTOTAL

SUBTOTAL  
EQUIPMENT

SUBTOTAL

WEIGHT CARRIED

ENCUMBERED

HEAVILY ENCUMBERED

PUSH/DRAK/LIFT

NOTES

ADVENTURING GEAR

#

ADVENTURING GEAR

#

SUBTOTAL

SUBTOTAL

EXTRA EQUIPMENT

OTHER HOLDINGS

FEAT:

FEAT:

FEAT:

FEAT:

FEATS

MAGIC ITEM:

MAGIC ITEM:

MAGIC ITEM:

MAGIC ITEM:

MAGIC ITEM:

MAGIC ITEMS



