

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) SENSES	ATTACK NAME RANGE TO HIT DAMAGE DAMAGE TYPE DESCRIPTION		
AMMUNITION	NAME TOTAL	AMMUNITION 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/>	BACKGROUND FEATURE
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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



