

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	Subtotal

PERSONALITY TRAITS	Subtotal
IDEALS	Subtotal
BONDS	Subtotal
FLAWS	Subtotal

Feature Name:	Subtotal
BACKGROUND FEATURE	Subtotal
RACIAL TRAITS	Subtotal

ADVENTURING GEAR	#	ADVENTURING GEAR	#
SUBTOTAL		SUBTOTAL	

EQUIPMENT

ADVENTURING GEAR	#	CP
		SP
		EP
		GP
		PP
WEIGHT CARRIED		
ENCUMBERED		
HEAVILY ENCUMBERED		
PUSH/DRAZ/LIFT		
SUBTOTAL		

NOTES

FEAT:

FEAT:

FEAT:

FEAT:

FEATS

MAGIC ITEM:

MAGIC ITEM:

MAGIC ITEM:

MAGIC ITEM:

MAGIC ITEM:

ADVENTURING GEAR

#

ADVENTURING GEAR

#

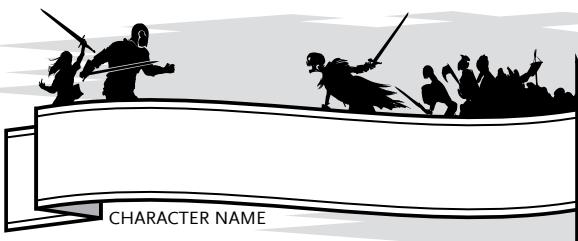
SUBTOTAL

SUBTOTAL

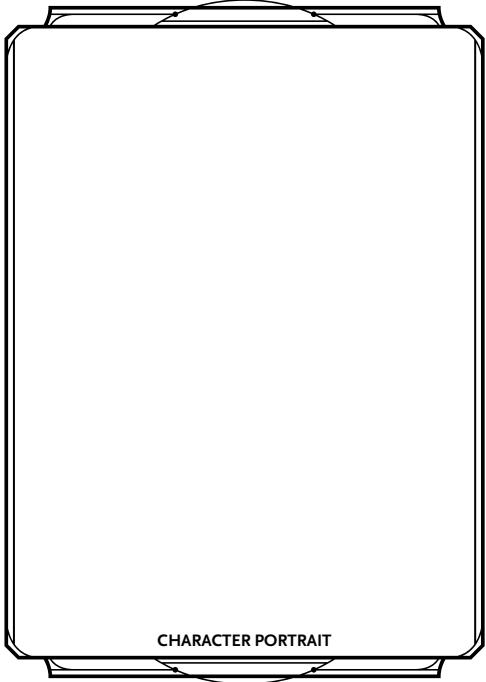
EXTRA EQUIPMENT

OTHER HOLDINGS

MAGIC ITEMS



CHARACTER NAME	GENDER	AGE	SIZE	HEIGHT	WEIGHT
	ALIGNMENT	FAITH	HAIR	EYES	SKIN



CHARACTER PORTRAIT

ALLIES & ORGANIZATIONS	ORGANIZATION
	SYMBOL

APPEARANCE

APPEARANCE

LIFESTYLE	DAILY PRICE
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LIFESTYLE DAILY PRICE

ENEMIES

ENEMIES

CHARACTER HISTORY

CHARACTER HISTORY

NAME: _____
 RACE: _____ SIZE: _____ HEIGHT: _____ WEIGHT: _____
 TYPE: _____ AGE: _____ GENDER: _____ ALIGNMENT: _____

STRENGTH	STR <input type="radio"/> INT DEX <input type="radio"/> WIS CON <input type="radio"/> CHA	ARMOR CLASS	PROFICIENCY BONUS	Temporary HP: _____	SUCCESES FAILURES
DEXTERITY	INITIATIVE	SPEED		CURRENT HIT POINTS	DEATH SAVES

CONSTITUTION	LEVEL USED	DIE	ATTACK NAME	RANGE	TO HIT	DAMAGE	DAMAGE TYPE
INTELLIGENCE	HIT DICE	ATTACKS PER ACTION	DESCRIPTION				
WISDOM	ATTACKS						

CHARISMA	SKILLS	FEATURES	TRAITS
	<input type="radio"/> <input type="radio"/>		

SENSES	NOTES
REMARKS	

PASSIVE WISDOM (PERCEPTION)

SENSES

REMARKS

NOTES

NOTES

NOTES

