

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

CLASS FEATURES

PERSONALITY TRAITS	
IDEALS	
BONDS	
FLAWS	

Feature Name:

BACKGROUND FEATURE

RACIAL TRAITS

ADVENTURING GEAR		#	ADVENTURING GEAR		#	ADVENTURING GEAR		#
SUBTOTAL			SUBTOTAL			SUBTOTAL		

EQUIPMENT

CP
SP
EP
GP
GP PP

WEIGHT CARRIED

ENCUMBERED

HEAVILY ENCUMBERED

PUSH/DRAZ/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



