

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

PERSONALITY TRAITS
IDEALS
BONDS
FLAWS

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

NOTES

EXTRA EQUIPMENT

OTHER HOLDINGS

FEAT:	
FEAT:	
FEAT:	
FEAT:	

MAGIC ITEM:	

MAGIC ITEMS

NAME	RACE	SIZE	HEIGHT	WEIGHT
	TYPE	AGE	GENDER	ALIGNMENT

STRENGTH	STR <input type="radio"/> <input type="radio"/> <input type="radio"/>	INT <input type="radio"/> <input type="radio"/> <input type="radio"/>
DEXTERITY	DEX <input type="radio"/> <input type="radio"/> <input type="radio"/>	WIS <input type="radio"/> <input type="radio"/> <input type="radio"/>
CONSTITUTION	CON <input type="radio"/> <input type="radio"/> <input type="radio"/>	CHA <input type="radio"/> <input type="radio"/> <input type="radio"/>
SAVING THROWS		

ARMOR CLASS	PROFICIENCY BONUS	Temporary HP: MAXIMUM HIT POINTS CURRENT HIT POINTS	SUCCESES FAILURES DEATH SAVES
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DEXTERITY	INITIATIVE	SPEED	ATTACK NAME	RANGE	TO HIT	DAMAGE	DAMAGE TYPE
CONSTITUTION	LEVEL USED	DIE HIT DICE	DESCRIPTION				
INTELLIGENCE				ATTACKS			
WISDOM							
CHARISMA							

SKILLS	FEATURES	TRAITS
WISDOM		
CHARISMA		

PASSIVE WISDOM (PERCEPTION)	SENSES	NOTES
REMARKS		



