

Name: _____ Player: _____
Class: _____
Experience: _____ Next level: _____
Background: _____
Race: _____ Size: _____ Height: _____ Weight: _____
Gender: _____ Hair: _____ Eyes: _____ Skin: _____
Age: _____ Alignment: _____ Faith: _____

Ability Save DC

Senses

Passive Perception

Proficiency Bonus

INSPIRATION

Limited Features

FEATURE

MAX. USAGES

RECOVERY

USED

Saving Throw Advantages / Disadvantages

Defense



Attacks

<input type="checkbox"/>	ARMOR BONUS		AC DURING REST
<input type="checkbox"/>	SHIELD BONUS		
<input type="checkbox"/>	DEXTERITY MOD	<input type="checkbox"/> MEDIUM ARMOR (MAX =) <input type="checkbox"/> HEAVY ARMOR (MCD = 0)	STEALTH DISADV.
<input type="checkbox"/>	MAGIC		RESISTANCE
<input type="checkbox"/>	MISC MOD 1		
<input type="checkbox"/>	MISC MOD 2		
			HALF DAMAGE
			ATTACKS PER ACTION
			□ <input checked="" type="checkbox"/> □ <input type="checkbox"/>

WEAPON / DESCRIPTION

The image displays four identical horizontal rows, each featuring a thick black border. Inside this border is a thin white rectangular frame. In the upper-left corner of each frame, there is a small black square.

TYPE	TOTAL
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TYPE	TOTAL
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Skills

 Initiative

Health

A stylized logo featuring a red and black flame-like shape behind the text. The word "CURRENT" is written vertically next to a vertical bar.

RECOVER HALF OF YOUR MAXIMUM HIT DICE AFTER A LONG REST.

Actions

MAXIMUM OF 1 ACTION, 1 BONUS ACTION, AND 1 REACTION PER TURN.

Racial Traits

Class Features

Background Feature

LIGHT MEDIUM HEAVY SHIELDS OTHER:
 SIMPLE MARTIAL OTHER:

Languages

Tools & Others

PERSONALITY TRAITS

<u>IDEAL</u>	
<u>BOND</u>	
<u>FLAW</u>	
FEAT:	
FEAT:	
FEAT:	
FEAT:	

ENCUMBERED	HEAVILY ENCUMBERED	PUSH/DRAZ/LIFT	TOTAL WEIGHT
STR x -	STR x - DISADV. STR, DEX, CON	STR x SPEED =	
 PLATINUM = 10 GP	 GOLD = 10 SP	 ELECTRUM = 5 SF	 SILVER = 10 CP
		 COPPER	LIFESTYLE: GEAR & COINS
			DAILY PRICES:

GEMS AND OTHER VALUABLES.

Name: _____ Gender: _____ Age: _____
Race: _____ Size: _____ Type: _____
Height: _____ Weight: _____ Alignment: _____

Skills

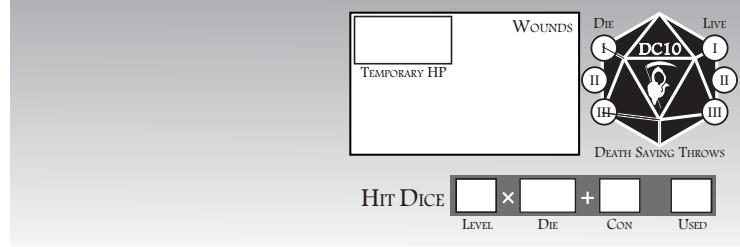
<input type="checkbox"/>	<input type="checkbox"/>

Attacks

ATTACK / DESCRIPTION RANGE TO HIT DAMAGE DAMAGE TYPE



Health



Defense



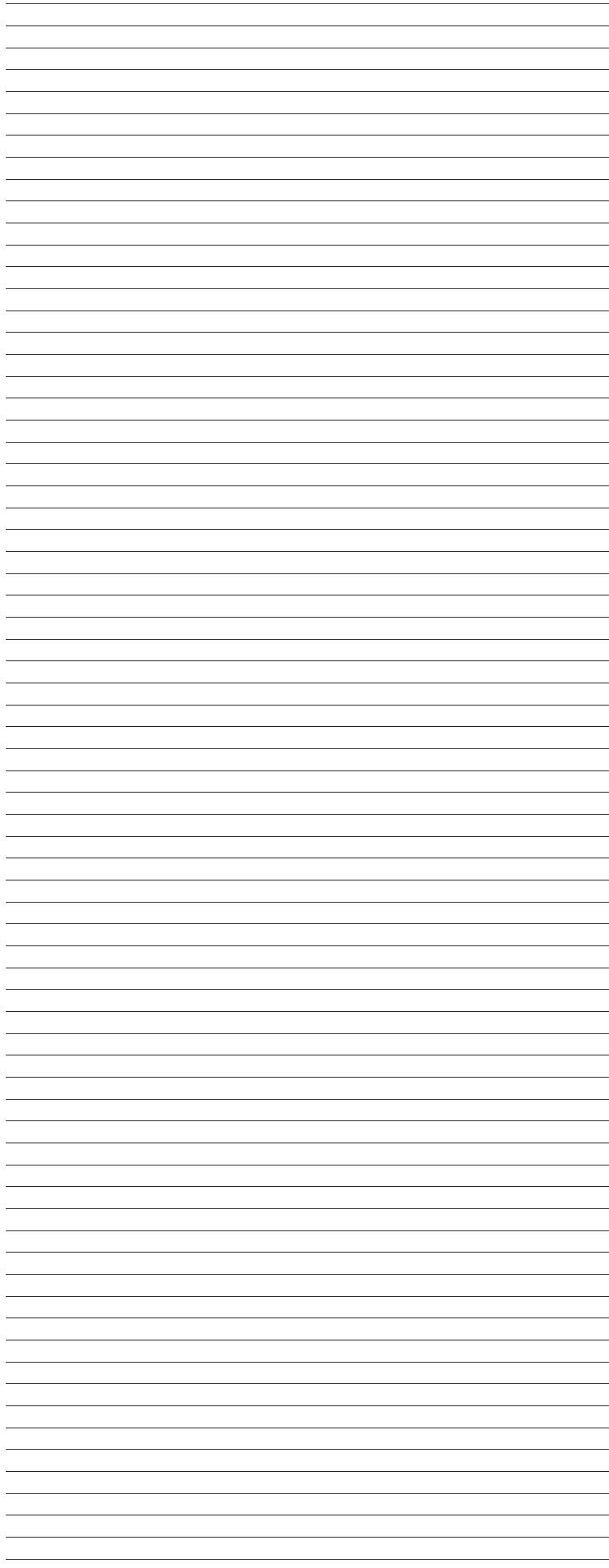
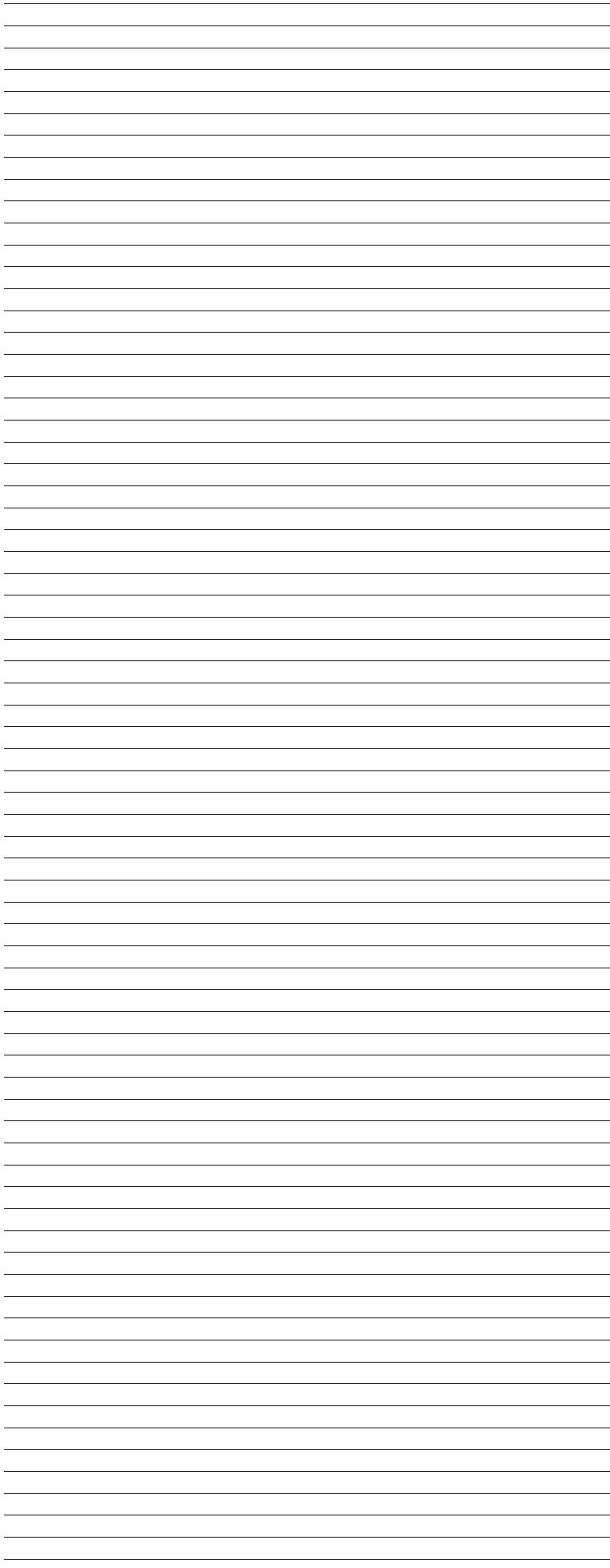
Senses

PASSIVE
PERCEPTION

Features

Proficiency Bonus

Traits



CHARACTER: _____