

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 | | LIMITED FEATURES | ARMOR Light ○ Medium ○ Heavy ○ Shields WEAPONS ○ Simple ○ Martial ○ Other Weapons: LANGUAGES TOOLS & OTHERS PROFICIENCIES |
| WISDOM | SKILLS | ACTIONS BONUS ACTIONS REACTIONS | |
| CHARISMA | | ACTIONS | |

| | | | | | |
|-----------------------------|-------------|------------|-----------------------------|--------|-------------|
| PASSIVE WISDOM (PERCEPTION) | ATTACK NAME | RANGE | TO HIT | DAMAGE | DAMAGE TYPE |
| SENSES | DESCRIPTION | | | | |
| AMMUNITION | NAME TOTAL | NAME TOTAL | ATTACKS: WEAPONS & CANTRIPS | | |

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| CLASS FEATURES | |
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| PERSONALITY TRAITS |
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| IDEALS |
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| BONDS |
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| FLAWS |
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Feature Name:

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| BACKGROUND FEATURE |

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| RACIAL TRAITS |

| ADVENTURING GEAR | # |
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| SUBTOTAL | |

| ADVENTURING GEAR | # | |
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| <hr/> <hr/> <hr/> <hr/> <hr/> <hr/> <hr/> <hr/> | | EP |
| <hr/> <hr/> <hr/> <hr/> <hr/> <hr/> <hr/> <hr/> | | GP |
| <hr/> <hr/> <hr/> <hr/> <hr/> <hr/> <hr/> <hr/> | | PP |
| WEIGHT CARRIED | | |
| ENCUMBERED | | |
| HEAVILY ENCUMBERED | | |
| PUSH/DRAG/LIFT | | |
| SUBTOTAL | | |

| | | | | |
|------|------|------|--------|-----------|
| 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 | | |

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|-------------|-------------------|---|-------------------------------------|
| 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 | | | | | | | |

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| SKILLS | FEATURES | TRAITS |
| WISDOM | | |
| CHARISMA | | |

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| PASSIVE WISDOM (PERCEPTION) | SENSES | NOTES |
| | | |
| REMARKS | | |



