

NAME

RACE

BACKGROUND

CLASS & LEVEL

ALIGNMENT

ABILITIES

SCORE & MODIFIER

SAVES & CHECKS

PROF

STR

DEX

CON

INT

WIS

CHA

INSPIRATION

ARMOR CLASS

Stealth Disadvantage

INITIATIVE

SPEED

PASSIVE PERCEPTION

PROFICIENCY

PHYSICAL LIMITS

Carrying Capacity

Push, Drag or Lift

Long Jump

High Jump

Reach Height

EQUIPMENT

HIT POINTS

MAXIMUM

CURRENT

TEMPORARY

DEATH SAVES

HIT DICE

MAXIMUM

CURRENT

ATTACKS & SPELLCASTING

ATTACK NAME	MOD	DAMAGE & TYPE	RANGE	VERS	THRN

FEATURES & TRAITS

CLASS FEATURES

RACIAL FEATURES

OTHER FEATURES

BACKGROUND FEATURES

AGE

HEIGHT

WEIGHT

APPEARANCE

IMAGE

Eye Color

Skin Color

Hair Color

DESCRIPTION

PERSONALITY

PERSONALITY TRAITS

IDEALS

BONDS

FLAWS

LANGUAGES

LANGUAGE	SPEAK	READ	WRITE
	◆	◆	◆
	◆	◆	◆
	◆	◆	◆
	◆	◆	◆
	◆	◆	◆
	◆	◆	◆

PROFICIENCIES

TOOL PROFICIENCIES

ARMOR PROFICIENCIES

Light◆Med◆Heavy◆Shlds◆

WEAPON PROFICIENCIES

Simple◆Martial◆

BACKSTORY

ALLIES & ORGANIZATIONS

OTHER EQUIPMENT

TREASURE

GEMS & JEWELRY

CP

SP

EP

GP

PP

OTHER TREASURE

EXPERIENCE POINTS

SPELLCASTING CLASS	

## SPELLCASTING ARCHETYPE

SPELLCASTING ABILITY	

[illegible]

**MAX PREPARED**

**SPELL SAVE DC**

## SPELL ATTACK

[illegible][illegible][illegible][illegible][illegible][illegible][illegible][illegible][illegible][illegible]