



CHARACTER NAME

LEVEL & CLASS

PLAYER NAME

BACKGROUND

RACE

EXPERIENCE

Next Level

STRENGTH

<input checked="" type="radio"/> STR	<input type="radio"/> DEX	<input type="radio"/> CON	<input type="radio"/> INT
<input type="radio"/> DEX	<input checked="" type="radio"/> WIS	<input type="radio"/> CHA	
<input type="radio"/> CON	<input type="radio"/> INT	<input type="radio"/> DEX	<input type="radio"/> WIS
RESISTANCES			

DEXTERITY

CONSTITUTION

INTELLIGENCE

WISDOM

CHARISMA

SKILLS

(Skill icons: Strength, Dexterity, Constitution, Intelligence, Wisdom, Charisma)

MAXIMUM HIT POINTS	PROFICIENCY BONUS	ARMOR CLASS
Temporary Hit Points:		
CURRENT HIT POINTS		
SUCCESES 	LEVEL	DIE
FAILURES 	USED	
DEATH SAVES 		ENCUMBERED
HIT DICE		
SPEED		

LIMITED FEATURES

FEATURE	MAX	RECOVER	USED
----------------	------------	----------------	-------------

AC

DESCRIPTION

Armor
Shield
Dex Medium Armor Heavy Armor
Magic
Misc
Misc

ARMOR

INSPIRATION

ABILITY SAVE DC

ARMOR
 Light Medium Heavy Shields
WEAPONS
 Simple Martial Other Weapons:
LANGUAGES **TOOLS & OTHERS**

PROFICIENCIES

ACTIONS	BONUS ACTIONS	REACTIONS
ACTIONS		

PASSIVE WISDOM (PERCEPTION)

SENSES

ATTACK NAME	RANGE	TO HIT	DAMAGE	DAMAGE TYPE
DESCRIPTION				
ATTACKS: WEAPONS & CANTRIPS				

AMMUNITION

AMMUNITION

NOTES

ADVENTURING GEAR	#	ADVENTURING GEAR	#
SUBTOTAL		SUBTOTAL	
EXTRA EQUIPMENT			

OTHER HOLDINGS

FEAT:

FEAT:

FEAT:

FEAT:

FEATS

MAGIC ITEM: Attuned

MAGIC ITEMS