



CHARACTER NAME

LEVEL &amp; CLASS

PLAYER NAME

BACKGROUND

RACE

EXPERIENCE

Next Level

**STRENGTH**

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

SAVING THROWS

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

AC	DESCRIPTION
Armor	
Shield	
Dex	<input type="radio"/> Medium Armor <input type="radio"/> Heavy Armor
Magic	
Misc	
Misc	
<b>ARMOR</b>	

**INSPIRATION**

**ABILITY SAVE DC**

FEATURE	MAX	RECOVER	USED
LIMITED FEATURES			

ARMOR <input type="radio"/> Light <input type="radio"/> Medium <input type="radio"/> Heavy <input type="radio"/> Shields	WEAPONS <input type="radio"/> Simple <input type="radio"/> Martial <input type="radio"/> Other Weapons:
LANGUAGES	TOOLS & OTHERS
<b>PROFICIENCIES</b>	

ACTIONS	BONUS ACTIONS	REACTIONS
ACTIONS		

PASSIVE WISDOM (PERCEPTION)	ATTACK NAME	RANGE	TO HIT	DAMAGE	DAMAGE TYPE
DESCRIPTION					
ATTACKS: WEAPONS & CANTRIPS					

**SENSES**

NAME	TOTAL	NAME	TOTAL
AMMUNITION		AMMUNITION	

<b>PERSONALITY TRAITS</b>
<b>IDEALS</b>
<b>BONDS</b>
<b>FLAWS</b>

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

ADVENTURING GEAR		#	
			CP
			SP
			EP
			GP
			PP
WEIGHT CARRIED			
ENCUMBERED			
HEAVILY ENCUMBERED			
PUSH/DRAZ/LIFT			
SUBTOTAL			

### NOTES

ADVENTURING GEAR	#	ADVENTURING GEAR	#
SUBTOTAL		SUBTOTAL	

### EXTRA EQUIPMENT

### OTHER HOLDINGS

FEAT:

FEAT:

FEAT:

FEAT:

FEATS

MAGIC ITEM:

Attuned

MAGIC ITEMS



## CHARACTER NAME

GENDER	AGE	SIZE	HEIGHT	WEIGHT
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**ALIGNMENT FAITH HAIR EYES SKIN**

A large, blank rectangular frame with a double-line border, designed to look like an open book or a framed portrait.

## CHARACTER PORTRAIT

## ALLIES & ORGANIZATIONS

A blank, lined page from a notebook, featuring horizontal ruling lines spaced evenly down the page. The page is framed by a thick black border.

## APPEARANCE

LIFESTYLE DAILY PRICE

LIFESTYLE DAILY PRICE

## ENEMIES

## CHARACTER HISTORY



CHARACTER NAME

1ST LEVEL	2ND LEVEL	3RD LEVEL	4TH LEVEL	5TH LEVEL	6TH LEVEL	7TH LEVEL	8TH LEVEL	9TH LEVEL
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SPELL SLOTS