



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:	TOOLS & OTHERS
LANGUAGES	
<b>PROFICIENCIES</b>	

ACTIONS	BONUS ACTIONS	REACTIONS
ACTIONS		

PASSIVE WISDOM (PERCEPTION)	
SENSES	

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

NAME	TOTAL
AMMUNITION	

NAME	TOTAL
AMMUNITION	



### NOTES

ADVENTURING GEAR	#	ADVENTURING GEAR	#
SUBTOTAL		SUBTOTAL	
<b>EXTRA EQUIPMENT</b>			

### OTHER HOLDINGS

FEAT:

FEAT:

FEAT:

FEAT:

FEAT:

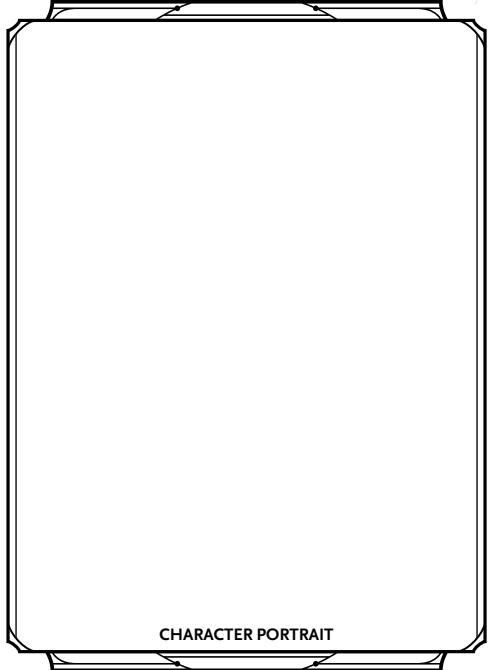
FEATS

MAGIC ITEM:  Attuned

MAGIC ITEMS

CHARACTER NAME

GENDER	AGE	SIZE	HEIGHT	WEIGHT
ALIGNMENT	FAITH	HAIR	EYES	SKIN



CHARACTER PORTRAIT

ALLIES & ORGANIZATIONS	ORGANIZATION
	SYMBOL

APPEARANCE
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APPEARANCE

LIFESTYLE	DAILY PRICE
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ENEMIES
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ENEMIES

CHARACTER HISTORY
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