



CHARACTER NAME

LEVEL & 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

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

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

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	
PROFICIENCIES	

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	

CLASS FEATURES

PERSONALITY TRAITS
IDEALS
BONDS
FLAWS

Feature Name:

BACKGROUND FEATURE
RACIAL TRAITS

ADVENTURING GEAR	#	ADVENTURING GEAR	#
SUBTOTAL		SUBTOTAL	
EQUIPMENT			

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

NOTES

ADVENTURING GEAR	#	ADVENTURING GEAR	#
SUBTOTAL		SUBTOTAL	

EXTRA EQUIPMENT

OTHER HOLDINGS

FEAT:

FEAT:

FEAT:

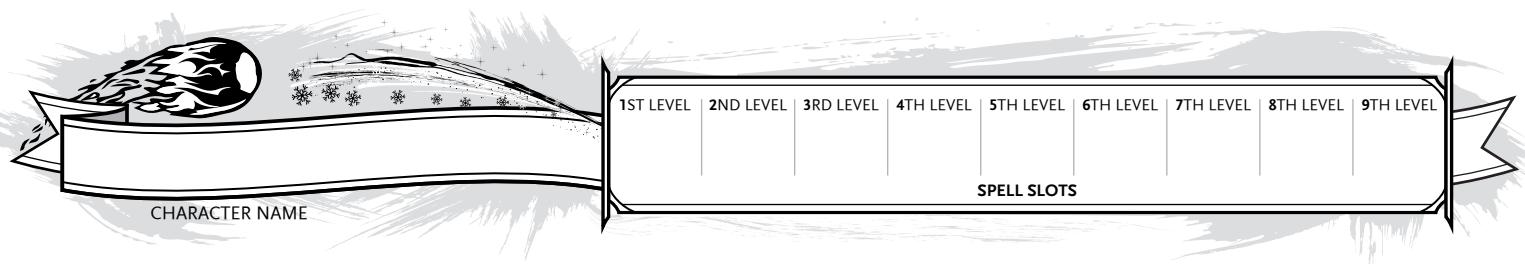
FEAT:

FEATS

MAGIC ITEM:

Attuned

MAGIC ITEMS



CHARACTER NAME

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

