



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	

PERSONALITY TRAITS
IDEALS
BONDS
FLAWS

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

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:

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

ORGANIZATION

SYMBOL

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

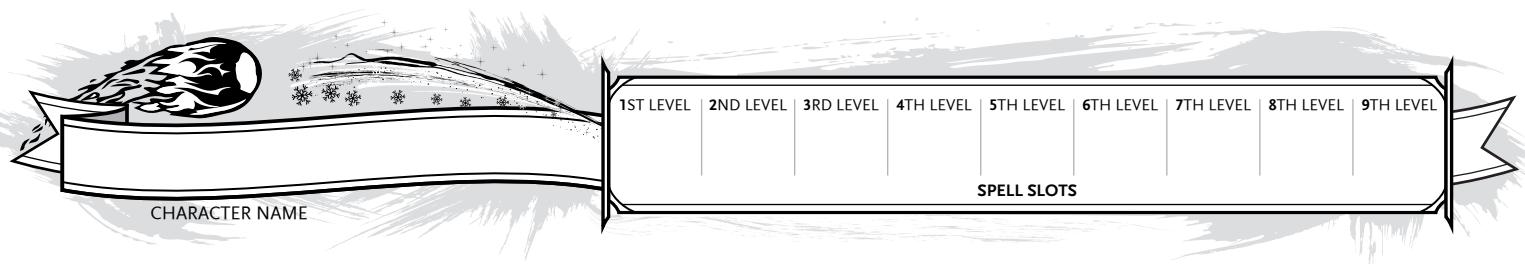
LIFESTYLE DAILY PRICE

ENEMIES

CHARACTER HISTORY

WILD SHAPES		MAX USES	DURATION	LIMITATIONS								
CHARACTER NAME												
WILD SHAPE:	Type: <input type="text"/>	Size: <input type="text"/>	CR: <input type="text"/>	HD: <input type="text"/>								
Strength Mod Save	Intelligence Mod Save	Proficiency Bonus	Armor Class	Initiative	Speed	Max HP	Temp HP	Hit Points	Passive Perception	Acrobatics	Insight	Performance
Dexterity Mod Save	Wisdom Mod Save									Animal Handling	Intimidation	Persuasion
Constitution Mod Save	Charisma Mod Save									Arcana	Investigation	Religion
										Athletics	Medicine	Sleight of Hand
										Deception	Nature	Stealth
										History	Perception	Survival
SKILLS												
TRAITS & FEATURES										ATTACKS		
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TRAITS & FEATURES								ATTACKS				



CHARACTER NAME

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

SPELL SLOTS

