



CHARACTER NAME

LEVEL & CLASS

PLAYER NAME

BACKGROUND

RACE

EXPERIENCE

Next Level

STRENGTH

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

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	INITIATIVE
SUCCESES FAILURES DEATH SAVES	LEVEL DIE USED HIT DICE ENCUMBERED SPEED

LIMITED FEATURES

FEATURE	MAX	RECOVER	USED
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ACTIONS **BONUS ACTIONS** **REACTIONS**

ACTIONS

PASSIVE WISDOM (PERCEPTION)

SENSES

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

AMMUNITION **AMMUNITION**

CLASS FEATURES

PERSONALITY TRAITS
IDEALS
BONDS
FLAWS

Feature Name:
BACKGROUND FEATURE
RACIAL TRAITS

ADVENTURING GEAR	#	ADVENTURING GEAR	#

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

GENDER

AGE

SIZE

HEIGHT

WEIGHT

ALIGNMENT

FAITH

HAIR

EYES

SKIN

CHARACTER PORTRAIT

ALLIES & ORGANIZATIONS

ORGANIZATION

SYMBOL

APPEARANCE

CHARACTER HISTORY

LIFESTYLE DAILY PRICE

ENEMIES



RACE SIZE HEIGHT WEIGHT
TYPE AGE GENDER ALIGNMENT

NAME

STRENGTH

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

SAVING THROWS

ARMOR CLASS PROFICIENCY BONUS Temporary HP:
MAXIMUM HIT POINTS CURRENT HIT POINTS SUCCESSES
DEATH SAVES FAILURES

DEXTERITY

INITIATIVE SPEED
LEVEL USED DIE
HIT DICE ATTACKS PER ACTION

ATTACK NAME RANGE TO HIT DAMAGE DAMAGE TYPE
DESCRIPTION

ATTACKS

CONSTITUTION

FEATURES TRAITS

INTELLIGENCE

EYE
EAR
SMELL
TASTE
TOUCH
SKILLS

WISDOM

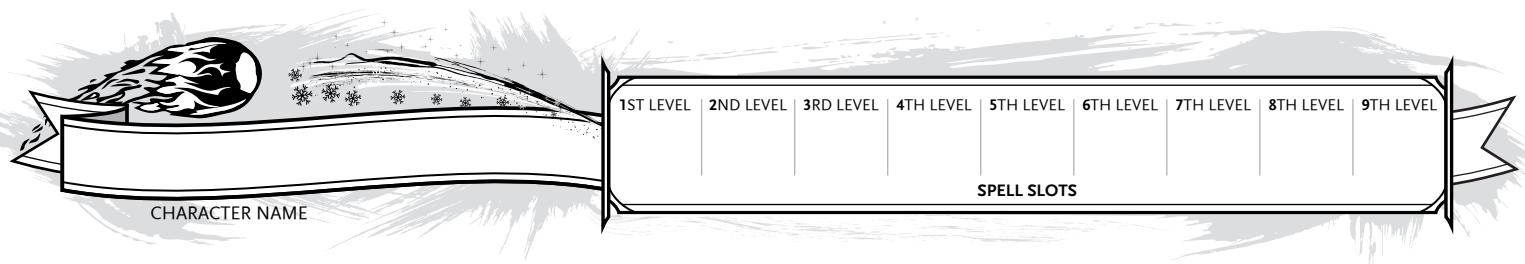
NOTES

CHARISMA

REMARKS

PASSIVE WISDOM (PERCEPTION)

SENSES



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