

CHARACTER NAME	LEVEL & CLASS	PLAYER NAME
	BACKGROUND	RACE
	EXPERIENCE	Next Level

STRENGTH	STR <input type="radio"/> INT <input type="radio"/> DEX <input type="radio"/> WIS <input type="radio"/> CON <input type="radio"/> CHA <input type="radio"/>	RESISTANCES	MAXIMUM HIT POINTS PROFICIENCY BONUS ARMOR CLASS	AC DESCRIPTION Armor Shield Dex <input type="radio"/> Medium Armor <input type="radio"/> Heavy Armor Magic Misc Misc			
DEXTERITY	Temporary Hit Points:				ARMOR		
CONSTITUTION	CURRENT HIT POINTS				INSPIRATION		
INTELLIGENCE	INITIATIVE				ABILITY SAVE DC		
WISDOM	SUCCESSES FAILURES DEATH SAVES				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		
CHARISMA	LEVEL DIE USED ENCUMBERED				PROFICIENCIES		
	HIT DICE				LIMITED FEATURES		
					ACTIONS		
					BONUS ACTIONS		
					REACTIONS		
PASSIVE WISDOM (PERCEPTION)		ATTACK NAME		RANGE	TO HIT	DAMAGE	DAMAGE TYPE
SENSES		DESCRIPTION					
NAME	TOTAL	NAME	TOTAL				
AMMUNITION		AMMUNITION					
ACTIONS							

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

LINES FOR RECORDING CLASS FEATURES							
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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/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		
	ALIGNMENT	FAITH	HAIR	EYES	SKIN		
CHARACTER PORTRAIT							
	ALLIES & ORGANIZATIONS						
<table border="1"> <tr> <td>ORGANIZATION</td> </tr> <tr> <td>SYMBOL</td> </tr> </table>						ORGANIZATION	SYMBOL
ORGANIZATION							
SYMBOL							

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