

# Character Profile

CHARACTER NAME

Species \_\_\_\_\_

Class \_\_\_\_\_

Level \_\_\_\_\_

STRENGTH

DEXTERITY

CONSTITUTION

INTELLIGENCE

WISDOM

CHARISMA

HIT POINTS

ARMOUR CLASS

SPEED

INITIATIVE

Hit Die:

Total:

Used:

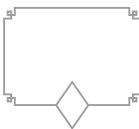


Proficiency Bonus

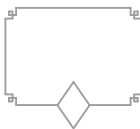
INSPIRATION:



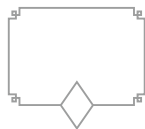
STR SAVE



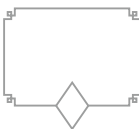
DEX SAVE



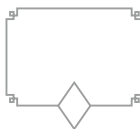
CON SAVE



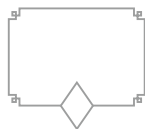
INT SAVE



WIS SAVE



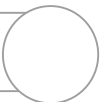
CHA SAVE



Advantage:

Disadvantage:

Passive Perception (WIS)



Passive Investigation (INT)



Passive Insight (WIS)



DEATH SAVING THROWS



## Character Skills

## Proficiencies

Prof.	Mod.	Skill	Bonus
◇	DEX	ACROBATICS	
◇	WIS	ANIMAL HANDLING	
◇	INT	ARCANA	
◇	STR	ATHLETICS	
◇	CHA	DECEPTION	
◇	INT	HISTORY	
◇	WIS	INSIGHT	
◇	CHA	INTIMIDATION	
◇	INT	INVESTIGATION	
◇	WIS	MEDICINE	
◇	INT	NATURE	
◇	WIS	PERCEPTION	
◇	CHA	PERFORMANCE	
◇	CHA	PERSUASION	
◇	INT	RELIGION	
◇	DEX	SLEIGHT OF HAND	
◇	DEX	STEALTH	
◇	WIS	SURVIVAL	
◇			
◇			
◇			
◇			

### WEAPONS

### ARMOUR

### TOOLS

### OTHER

## Languages

## Action List

- ATTACK
- UNARMED STRIKE
- CAST A SPELL
- DASH
- DISENGAGE
- DODGE
- GRAPPLE
- HELP
- HIDE
- IMPROVISE
- READY
- SEARCH
- SHOVE
- USE AN OBJECT

## Attacks

Weapon

Range

Hit

Damage


## Bonus Actions


## Reactions


## Class Features

## Species Traits

## Feats

## Appearance

Hair

## Physical Description

100

[illegible]

## Pronouns

## Alignment

	Lawful (Principle)	Neutral (Need)	Chaotic (Impulse)
Good (Pure)	Truth, order and justice bring joy and harmony.	My own morals lead me to help those in need.	Doing the right thing is all that counts, no matter the means.
Neutral (Self)	The honour code I live by defines all my actions.	I don't take sides. Instead, I do what best suits my goal.	Freedom is the most important thing we have.
Evil (Corrupt)	Those who do not stand in line will be removed with force.	My cause is clear, and it's the only thing that matters.	Destroying and hurting others gives me great enjoyment.

My alignment is \_\_\_\_\_

## Personality Traits

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## Ideals

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## Bonds

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## Flaws

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## Family

Grandparents: \_\_\_\_\_

Parents: \_\_\_\_\_

Siblings: \_\_\_\_\_ Spouse: \_\_\_\_\_

Children: \_\_\_\_\_

## Backstory



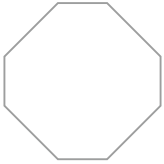
## Equipment

## Equipment

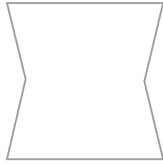
## Ammo Counter

## Attuned Items

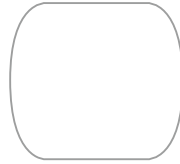
## Currency



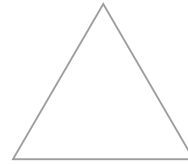
PLATINUM



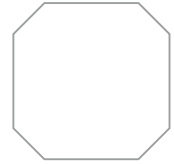
GOLD



ELECTRUM



SILVER



























COPPER

Coin Type	Copper	Silver	Electrum	Gold	Platinum
Copper	1	1/10	1/50	1/100	1/1000
Silver	10	1	1/5	1/10	1/100
Electrum	50	5	1	1/2	1/20
Gold	100	10	2	1	1/10
Platinum	1000	100	20	10	1

## Outstanding Debts

Paid	Name	Amount	Due	Reason
	_____	_____	_____	_____
	_____	_____	_____	_____
	_____	_____	_____	_____
	_____	_____	_____	_____
	_____	_____	_____	_____
	_____	_____	_____	_____
	_____	_____	_____	_____
	_____	_____	_____	_____
	_____	_____	_____	_____
	_____	_____	_____	_____
	_____	_____	_____	_____

# Quest To-Do List

Done	Quest Giver	Task	Reward
			
			
			
			
			
			
			
			
			
			
			
			
			
			
			
			
			
			
			
			
			
			
			
			

## Downtime Activities

## House Rules

## Class Features by Level

Level	Prof. Bonus	Features	Other
1st	+2	<hr/> <hr/>	<hr/>
2nd	+2	<hr/> <hr/>	<hr/>
3rd	+2	<hr/> <hr/>	<hr/>
4th	+2	<hr/> <hr/>	<hr/>
5th	+3	<hr/> <hr/>	<hr/>
6th	+3	<hr/> <hr/>	<hr/>
7th	+3	<hr/> <hr/>	<hr/>
8th	+3	<hr/> <hr/>	<hr/>
9th	+4	<hr/> <hr/>	<hr/>
10th	+4	<hr/> <hr/>	<hr/>

Class Notes

## Class Features by Level



























Level	Prof. Bonus	Features	Other
11th	+4		
12th	+4		
13th	+5		
14th	+5		
15th	+5		
16th	+5		
17th	+6		
18th	+6		
19th	+6		
20th	+6		

Subclass Notes







# Spell Slots










Lv	Slots	Remaining	Lv	Slots	Remaining
0	Cantrips		2		
4					

Prep	Spell Name	Prep	Spell Name	Prep	Spell Name
	_____		_____		_____
	_____		_____		_____
	_____		_____		_____
	_____		_____		_____
	_____		_____		_____
	_____		_____		_____
	_____		_____		_____
	_____		_____		_____
			_____		_____










Lv	Slots	Remaining
1		

Prep	Spell Name
	_____
	_____
	_____
	_____
	_____
	_____
	_____
	_____
	_____
	_____

Lv	Slots	Remaining
3		

Prep	Spell Name
	_____
	_____
	_____
	_____
	_____
	_____
	_____
	_____
	_____

Lv	Slots	Remaining
5		

Prep	Spell Name
	_____
	_____
	_____
	_____
	_____
	_____
	_____
	_____
	_____

## Spell Slots

Lv	Slots	Remaining
6		

Prep	Spell Name
⬡	
⬡	
⬡	
⬡	
⬡	
⬡	
⬡	

Lv	Slots	Remaining
7		

Prep	Spell Name
⬡	
⬡	
⬡	
⬡	
⬡	
⬡	
⬡	

Lv	Slots	Remaining
8		

Prep	Spell Name
⬡	
⬡	
⬡	
⬡	
⬡	
⬡	
⬡	

Lv	Slots	Remaining
9		

Prep	Spell Name
⬡	
⬡	
⬡	
⬡	
⬡	
⬡	
⬡	

Spell Ability Mod.

Spell Save DC

Spell Attack

## Exhaustion

1 ⬡

Disadvantage on all  
ability checks

2 ⬡

Movement speed  
reduced by half

3 ⬡

Disadvantage on attack  
rolls and saving throws

4 ⬡

Hit point maximum  
reduced by half

5 ⬡

Movement speed  
reduced to zero

6 ⬡

Death

## Experience

Level

Current Experience

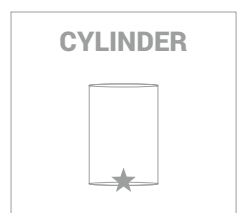
Needed for Next Level

## Favourite Spells

## Favourite Spells

## Level Rules

## Areas of Effect





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