CHARACTER NAME

RACE | BACKGROUND

ALIGNMENT | EXPERIENCE POINTS

ARCHETYPE

PROFICIENCY

PASSIVE PERCEPTION

INSPIRATION

PASSIVE INSIGHT

**STRENGTH**
- ___ SAVING THROWS
- ___ ATHLETICS

**DEXTERITY**
- ___ SAVING THROWS
- ___ ACROBATICS
- ___ SLEIGHT OF HAND
- ___ STEALTH

**CONSTITUTION**
- ___ SAVING THROWS

**INTELLIGENCE**
- ___ SAVING THROWS
- ___ ARCANA
- ___ HISTORY
- ___ INVESTIGATION
- ___ NATURE
- ___ RELIGION

**WISDOM**
- ___ SAVING THROWS
- ___ ANIMAL HANDLING
- ___ INSIGHT
- ___ MEDICINE
- ___ PERCEPTION
- ___ SURVIVAL

**CHARISMA**
- ___ SAVING THROWS
- ___ DECEPTION
- ___ INTIMIDATION
- ___ PERFORMANCE
- ___ PERSUASION

RACIAL TRAITS

PROFICIENCIES

LIGHT ARMOUR | SIMPLE WEAPONS

MEDIUM ARMOUR | MARTIAL WEAPONS

HEAVY ARMOUR | SHIELDS

LANGUAGES

TOOLS & OTHER PROFICIENCIES

AC

INITIATIVE

SPEED

Hit Point Maximum

Temporary Hit Points

HIT DICE

Used | Total

d10 d10

DEATH SAVES

SUCCESSES

FAILURES

| NAME | ATK BONUS | DAMAGE/TYPE |
|---|---|---|
| | | |
| | | |
| | | |
| | | |

RESOURCE NAME | RESOURCE | RESOURCE

Used | Total

RESOURCE VALUE

FEATURE

FEATURE — LEVEL

FEATURE — LEVEL

FEATURE — LEVEL

FEATURE — LEVEL

FEATURE — LEVEL

FEATURE — LEVEL

FEATURE — LEVEL

FEATURE — LEVEL

FEATURE — LEVEL

FEATURE — LEVEL

FEATURE — LEVEL

CHARACTER NAME

RACE | BACKGROUND

ALIGNMENT | EXPERIENCE POINTS

ARCHETYPE

PROFICIENCY

PASSIVE PERCEPTION

INSPIRATION

PASSIVE INSIGHT

STRENGTH

DEXTERITY

CONSTITUTION

INTELLIGENCE

WISDOM

CHARISMA

**SAVING THROWS**

- ___ Strength
- ___ Dexterity
- ___ Constitution
- ___ Intelligence
- ___ Wisdom
- ___ Charisma

**SKILLS**

- ___ Acrobatics (Dex)
- ___ Animal Handling (Wis)
- ___ Arcana (Int)
- ___ Athletics (Str)
- ___ Deception (Cha)
- ___ History (Int)
- ___ Insight (Wis)
- ___ Intimidation (Cha)
- ___ Investigation (Int)
- ___ Medicine (Wis)
- ___ Nature (Int)
- ___ Perception (Wis)
- ___ Performance (Cha)
- ___ Persuasion (Cha)
- ___ Religion (Int)
- ___ Sleight of Hand (Dex)
- ___ Stealth (Dex)
- ___ Survival (Wis)

RACIAL TRAITS

PROFICIENCIES

LIGHT ARMOUR | SIMPLE WEAPONS

MEDIUM ARMOUR | MARTIAL WEAPONS

HEAVY ARMOUR | SHIELDS

LANGUAGES

TOOLS & OTHER PROFICIENCIES

AC

INITIATIVE

SPEED

Hit Point Maximum

Temporary Hit Points

HIT DICE

Used | Total

d10 d10

DEATH SAVES

SUCCESSES

FAILURES

| NAME | ATK BONUS | DAMAGE/TYPE |
|---|---|---|
| | | |
| | | |
| | | |
| | | |

RESOURCE NAME | RESOURCE | RESOURCE

Used | Total

RESOURCE VALUE

FEATURE

FEATURE (LEVEL)

FEATURE (LEVEL)

FEATURE (LEVEL)

FEATURE (LEVEL)

FEATURE (LEVEL)

FEATURE (LEVEL)

FEATURE (LEVEL)

FEATURE (LEVEL)

FEATURE (LEVEL)

FEATURE (LEVEL)

FEATURE (LEVEL)

FEATURE (LEVEL)

CHARACTER NAME

| AGE | HEIGHT | WEIGHT | DISTINGUISHING FEATURES |
|---|---|---|---|
| EYES | SKIN | HAIR | SCARS |

CHARACTER APPEARANCE

PERSONALITY TRAITS

IDEALS

BONDS

FLAWS

BACKGROUND

ALLIES

ENEMIES

ADDITIONAL FEATURES & TRAITS

EQUIPMENT

| | | Attuned |
|---|---|---|
| HEAD | | ○ |
| AMULET | | ○ |
| CLOAK | | ○ |
| ARMOUR | | ○ |
| HANDS/ARMS | | ○ |
| RING | | ○ |
| RING | | ○ |
| BELT | | ○ |
| BOOTS | | ○ |

| CP | SP | EP | GP | PP |
|---|---|---|---|---|
| | | | | |

MAGIC ITEMS

| Name | Attuned |
|---|---|
| | ○ |
| | ○ |
| | ○ |
| | ○ |
| | ○ |

BACKPACK/STORAGE

CHARACTER NAME

| AGE | HEIGHT | WEIGHT | DISTINGUISHING FEATURES |
|---|---|---|---|
| EYES | SKIN | HAIR | SCARS |

CHARACTER APPEARANCE

PERSONALITY TRAITS

IDEALS

BONDS

FLAWS

BACKGROUND

ALLIES

ENEMIES

SIDEKICK NAME

Hit Points | AC | Initiative | Speed

STR | DEX | CON | INT | WIS | CHA

Skills

Senses

| NAME | ATK BONUS | DAMAGE/TYPE |
|---|---|---|
| | | |
| | | |

ADDITIONAL FEATURES & TRAITS

EQUIPMENT

| | | Attuned |
|---|---|---|
| HEAD | | |
| AMULET | | |
| CLOAK | | |
| ARMOUR | | |
| HANDS/ARMS | | |
| RING | | |
| RING | | |
| BELT | | |
| BOOTS | | |

CP SP EP GP PP

MAGIC ITEMS

Name _____ Attuned

Name _____ Attuned

Name _____ Attuned

Name _____ Attuned

Name _____ Attuned

BACKPACK/STORAGE

# ADDITIONAL FEATURES

LEVEL

Class

RANGE | ACTION | SAVE

DURATION | USES (Used / Total) | VALUE

RECOVERS

EFFECT

LEVEL

Class

RANGE | ACTION | SAVE

DURATION | USES (Used / Total) | VALUE

RECOVERS

EFFECT

LEVEL

Class

RANGE | ACTION | SAVE

DURATION | USES (Used / Total) | VALUE

RECOVERS

EFFECT

LEVEL

Class

RANGE | ACTION | SAVE

DURATION | USES (Used / Total) | VALUE

RECOVERS

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LEVEL

Class

RANGE | ACTION | SAVE

DURATION | USES (Used / Total) | VALUE

RECOVERS

EFFECT

LEVEL

Class

RANGE | ACTION | SAVE

DURATION | USES (Used / Total) | VALUE

RECOVERS

EFFECT

# MAGIC ITEMS

TYPE | RARITY | REQUIREMENTS
ATTUNEMENT | USES (Used / Total) | DURATION
RECOVERS
EFFECT

TYPE | RARITY | REQUIREMENTS
ATTUNEMENT | USES (Used / Total) | DURATION
RECOVERS
EFFECT

TYPE | RARITY | REQUIREMENTS
ATTUNEMENT | USES (Used / Total) | DURATION
RECOVERS
EFFECT

TYPE | RARITY | REQUIREMENTS
ATTUNEMENT | USES (Used / Total) | DURATION
RECOVERS
EFFECT

TYPE | RARITY | REQUIREMENTS
ATTUNEMENT | USES (Used / Total) | DURATION
RECOVERS
EFFECT

TYPE | RARITY | REQUIREMENTS
ATTUNEMENT | USES (Used / Total) | DURATION
RECOVERS
EFFECT

TYPE | RARITY | REQUIREMENTS
ATTUNEMENT | USES (Used / Total) | DURATION
RECOVERS
EFFECT

TYPE | RARITY | REQUIREMENTS
ATTUNEMENT | USES (Used / Total) | DURATION
RECOVERS
EFFECT

TYPE | RARITY | REQUIREMENTS
ATTUNEMENT | USES (Used / Total) | DURATION
RECOVERS
EFFECT

TYPE | RARITY | REQUIREMENTS
ATTUNEMENT | USES (Used / Total) | DURATION
RECOVERS
EFFECT

TYPE | RARITY | REQUIREMENTS
ATTUNEMENT | USES (Used / Total) | DURATION
RECOVERS
EFFECT

TYPE | RARITY | REQUIREMENTS
ATTUNEMENT | USES (Used / Total) | DURATION
RECOVERS
EFFECT