

CHARACTER NAME

BACKGROUND

CLASS

SPECIES

SUBCLASS

AGE

HEIGHT

WEIGHT

EYES

HAIR

SKIN

LEVEL

XP

PROFICIENCY BONUS**STRENGTH****DEXTERITY****CONSTITUTION****INTELLIGENCE****WISDOM****CHARISMA****HEROIC INSPIRATION****SAVING THROWS****SKILLS**

- Strength
 - Dexterity
 - Constitution
 - Intelligence
 - Wisdom
 - Charisma
- 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)

EQUIPMENT TRAINING & PROFICIENCIESARMOR TRAINING Light Medium Heavy Shields

WEAPONS

TOOLS

INITIATIVE**ARMOR CLASS****SPEED****DEATH SAVES**

SUCCESSES

DEATH SAVES

FAILURES

HIT POINTS

CURRENT

TEMP

HIT DICE

MAX

CLASS FEATURES**WEAPON & SPELL ATTACKS**

Name Atk Bonus/DC Damage & Type

Notes

BRUTAL STRIKE DAMAGE**RAGE****DAMAGE****USES****SPENT****WEAPON MASTRIES****ADDITIONAL NOTES**

APPEARANCE

Description

BACKSTORY & PERSONALITY**EQUIPMENT**

Magic Item Attunement

**LANGUAGES**

Alignment

COINS

CP	SP	EP	GP	PP
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COMPANION NAME

SIZE

TYPE

NOTES**HIT POINTS****HIT DICE**

TEMP

CURRENT

MAX

AC

INITIATIVE

SPENT

MAX

SPEED

STR

SCORE MOD SAVE

INT

SCORE MOD SAVE

SENSES**DEX****WIS****CON****CHA****TRAITS****ATTACKS**

Name

Atk Bonus/DC Damage & Type

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APPEARANCE

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BACKSTORY & PERSONALITY**LANGUAGES**

Alignment

EQUIPMENT

Magic Item Attunement

**COINS**

CP	SP	EP	GP	PP
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NOTES