



**STRENGTH**

**DEXTERITY**

**CONSTITUTION**

**INTELLIGENCE**

**WISDOM**

**CHARISMA**

**SKILLS**

STR ○ INT  
DEX ○ WIS  
CON ○ CHA  
RESISTANCES

Temporary Hit Points:

CURRENT HIT POINTS

INITIATIVE

SUCCESSES  
FAILURES  
DEATH SAVES

LEVEL DIE USED

HIT DICE

ENCUMBERED

SPEED

FEATURE MAX RECOVER USED

LIMITED FEATURES

AC ARMOR DESCRIPTION

Armor

Shield

Dex  Medium Armor  Heavy Armor

Magic

Misc

Misc

ARMOR

INSPIRATION

ABILITY SAVE DC

ARMOR

Light  Medium  Heavy  Shields

WEAPONS

Simple  Martial  Other Weapons:

LANGUAGES

TOOLS & OTHERS

ACTIONS

BONUS ACTIONS

REACTIONS

PASSIVE WISDOM (PERCEPTION)

SENSES

ATTACK NAME RANGE TO HIT DAMAGE DAMAGE TYPE

DESCRIPTION

NAME TOTAL

AMMUNITION

NAME TOTAL

AMMUNITION

ATTACKS: WEAPONS & CANTRIPS

<b>PERSONALITY TRAITS</b>
<b>IDEALS</b>
<b>BONDS</b>
<b>FLAWS</b>

<p>Feature Name:</p> <hr/> <hr/> <hr/> <hr/> <hr/>	<b>BACKGROUND FEATURE</b>
<hr/> <hr/> <hr/> <hr/> <hr/>	<b>RACIAL TRAITS</b>

ADVENTURING GEAR	#	
		CP
		SP
		EP
		GP
		PP
		WEIGHT CARRIED
		ENCUMBERED
		HEAVILY ENCUMBERED
		PUSH/DRAG/LIFT
SUBTOTAL		