

CHARACTER NAME

LEVEL & CLASS

PLAYER NAME

BACKGROUND

RACE

EXPERIENCE

Next Level

|              |  |  |   |
|--------------|--|--|---|
| STRENGTH     | STR ○ INT<br>○ DEX ○ WIS<br>○ CON ○ CHA<br>RESISTANCES | MAXIMUM HIT POINTS PROFICIENCY BONUS ARMOR CLASS<br>Temporary Hit Points:<br>CURRENT HIT POINTS INITIATIVE<br>SUCCESSES LEVEL DIE USED<br>FAILURES DEATH SAVES<br>HIT DICE SPEED | AC DESCRIPTION<br>Armor<br>Shield<br>Dex ○ Medium Armor ○ Heavy Armor<br>Magic<br>Misc<br>Misc<br>ARMOR<br>INSPIRATION<br>ABILITY SAVE DC |
| DEXTERITY    | SAVING THROWS  | LIMITED FEATURES   | ARMOR<br>WEAPONS<br>Light ○ Medium ○ Heavy ○ Shields<br>Simple ○ Martial ○ Other Weapons:<br>LANGUAGES<br>TOOLS & OTHERS<br>PROFICIENCIES |
| CONSTITUTION | SKILLS   | ACTIONS BONUS ACTIONS REACTIONS  |   |
| INTELLIGENCE |  |  |   |
| WISDOM       |  |  |   |
| CHARISMA     |  |  |   |

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

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**CLASS FEATURES**

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**PERSONALITY TRAITS**

**IDEALS**

**BONDS**

**FLAWS**

Feature Name:

**BACKGROUND FEATURE**

**RACIAL TRAITS**

| ADVENTURING GEAR | # | ADVENTURING GEAR | # |
|------------------|---|------------------|---|
|                  |   |                  |   |
|                  |   |                  |   |
|                  |   |                  |   |
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|                  |   |                  |   |
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|                  |   |                  |   |
|                  |   |                  |   |

SUBTOTAL

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

SUBTOTAL

|       |  |
|-------|--|
| NOTES |  |
|-------|--|

| ADVENTURING GEAR | # | ADVENTURING GEAR | # |
|------------------|---|------------------|---|
|                  |   |                  |   |

SUBTOTAL      SUBTOTAL

**EXTRA EQUIPMENT**

|                |
|----------------|
| OTHER HOLDINGS |
|----------------|

|       |
|-------|
| FEAT: |
| FEAT: |
| FEAT: |
| FEAT: |

**FEATS**

|             |
|-------------|
| MAGIC ITEM: |
| MAGIC ITEM: |
| MAGIC ITEM: |
| MAGIC ITEM: |

**MAGIC ITEMS**

MAGIC ITEM:

FEAT:

FEAT:

FEAT:

FEAT:

EXTRA FEATS

FEATURE

MAX      RECOVER      USED

EXTRA LIMITED FEATURES

ACTIONS

ACTIONS

BONUS ACTIONS

REACTIONS

EXTRA ACTIONS

EXTRA MAGIC ITEMS

EXTRA PROFICIENCIES



CHARACTER NAME

|           |       |      |        |        |
|-----------|-------|------|--------|--------|
| GENDER    | AGE   | SIZE | HEIGHT | WEIGHT |
| ALIGNMENT | FAITH | HAIR | EYES   | SKIN   |

CHARACTER PORTRAIT

ALLIES & ORGANIZATIONS

ORGANIZATION

SYMBOL

APPEARANCE

LIFESTYLE      DAILY PRICE

ENEMIES

CHARACTER HISTORY

NOTES

NOTES

