

CHARACTER NAME

LEVEL & CLASS

PLAYER NAME

BACKGROUND

RACE

EXPERIENCE

Next Level

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

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

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

Feature Name:	
BACKGROUND FEATURE	
RACIAL TRAITS	

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

NOTES

EXTRA EQUIPMENT

OTHER HOLDINGS

OTHER HOLDINGS

FEAT:	
FEAT:	
FEAT:	
FEAT:	

MAGIC ITEM:	

MAGIC ITEMS

