

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		

PERSONALITY TRAITS
IDEALS
BONDS
FLAWS

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

NOTES

EXTRA EQUIPMENT

OTHER HOLDINGS

OTHER HOLDINGS

FEAT:	
FEAT:	
FEAT:	
FEAT:	

MAGIC ITEM:	

MAGIC ITEMS

