



CLASS &amp; LEVEL

SUBCLASS

EXPERIENCE POINTS

CHARACTER NAME

PLAYER NAME

LINEAGE

HERITAGE

BACKGROUND

## PROFICIENCY BONUS

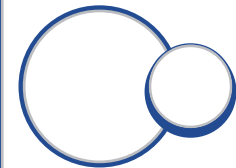
## INTELLIGENCE

PASSIVE  
INSIGHTPASSIVE  
INVESTIGATIONPASSIVE  
PERCEPTION

INITIATIVE

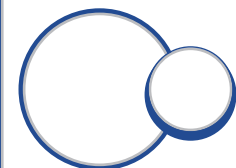
SPEED(S)

## STRENGTH

☐ SAVE☐ Athletics☐ SAVE

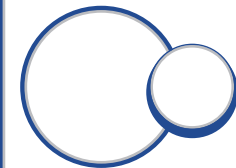
- ☐ Arcana
- ☐ History
- ☐ Investigation
- ☐ Nature
- ☐ Religion

## DEXTERITY

☐ SAVE

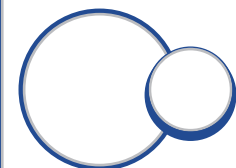
- ☐ Acrobatics
- ☐ Sleight of Hand
- ☐ Stealth

## WISDOM

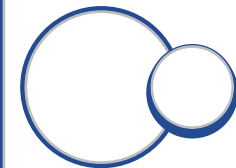
☐ SAVE

- ☐ Animal Handling
- ☐ Insight
- ☐ Medicine
- ☐ Perception
- ☐ Survival

## CONSTITUTION

☐ SAVE

## CHARISMA

☐ SAVE

- ☐ Deception
- ☐ Intimidation
- ☐ Performance
- ☐ Persuasion

## LUCK



## ATTACKS

Name	Bonus	Damage/Type	Range/Properties	Weapon Options

## ARMOR

ARMOR  
CLASS  
(With Shield)

Name

Base AC

Properties

ARMOR  
CLASS  
(No Shield)

## HIT POINTS

MAX	CURRENT	TEMP

## HIT DICE

TYPE	USED	MAX

## PROFICIENCIES

- ☐ Light Armor
- ☐ Medium Armor
- ☐ Heavy Armor
- ☐ Shields
- ☐ Simple Weapons
- ☐ Martial Weapons

## LANGUAGES

## OTHER PROFICIENCIES

## DEATH SAVES

<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	SUCCESSSES
<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	FAILURES

## EXHAUSTION

I	2	3	4	5	6
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## CONDITIONS

## TALENTS

## ACTIONS QUICK REFERENCE

ACTIONS

BONUS ACTIONS

REACTIONS

NORTHLANDS

FEATURE

LEVEL

FEATURE

LEVEL

FEATURE

LEVEL

FEATURE

LEVEL

FEATURE

LEVEL

FEATURE

LEVEL

FEATURE

LEVEL

FEATURE

LEVEL

FEATURE

LEVEL

WEAPONS & ARMOR

WEAPON

PROPERTIES

OPTIONS

WEAPON

PROPERTIES

OPTIONS

WEAPON

PROPERTIES

OPTIONS

WEAPON

PROPERTIES

OPTIONS

ARMOR

PROPERTIES

ARMOR

PROPERTIES

ARMOR

PROPERTIES

TREASURE & ADDITIONAL ITEMS

PP

GP

SP

CP

OTHER EQUIPMENT

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ATTUNEMENT SLOTS

ITEM	<input type="text"/>	<input type="radio"/> Attuned	ITEM	<input type="text"/>	<input type="radio"/> Attuned
ITEM	<input type="text"/>	<input type="radio"/> Attuned	ITEM	<input type="text"/>	<input type="radio"/> Attuned
ITEM	<input type="text"/>	<input type="radio"/> Attuned	ITEM	<input type="text"/>	<input type="radio"/> Attuned
ITEM	<input type="text"/>	<input type="radio"/> Attuned	ITEM	<input type="text"/>	<input type="radio"/> Attuned

NAME	TYPE	SPEED	CARRYING CAPACITY
NOTES			

NAME	TYPE	SPEED	CARRYING CAPACITY
NOTES			

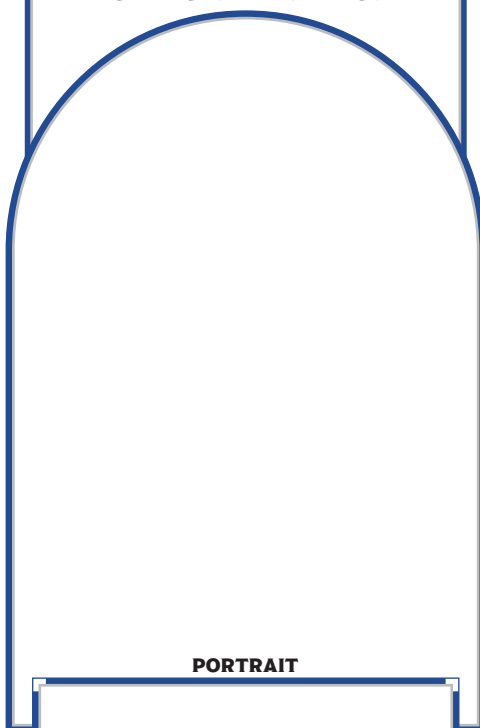
NAME		TYPE		AC		MAX HP		CURRENT HP	
				<input type="radio"/> Prof.					
SPEED (ROUND)		SPEED (TRAVEL)		CREW		PASSENGERS		CARGO CAPACITY	
NOTES									

NAME		TYPE		AC		MAX HP		CURRENT HP	
				<input type="radio"/> Prof.					
SPEED (ROUND)		SPEED (TRAVEL)		CREW		PASSENGERS		CARGO CAPACITY	
NOTES									

NAME		TYPE		AC		MAX HP		CURRENT HP	
				<input type="radio"/> Prof.					
SPEED (ROUND)		SPEED (TRAVEL)		CREW		PASSENGERS		CARGO CAPACITY	
NOTES									

NAME		TYPE		AC		MAX HP		CURRENT HP	
				<input type="radio"/> Prof.					
SPEED (ROUND)		SPEED (TRAVEL)		CREW		PASSENGERS		CARGO CAPACITY	
NOTES									

## CHARACTER APPEARANCE



### PORTRAIT

### CHARACTER NAME

AGE

HEIGHT

WEIGHT

EYES

SKIN

HAIR

### APPEARANCE NOTES

## PERSONALITY

## BACKSTORY

### HOMELAND

### ADVENTURING MOTIVATION

## ALLIES & ORGANIZATIONS

## OTHER NOTES

