

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		

CLASS FEATURES	
Subtotal	

PERSONALITY TRAITS
IDEALS
BONDS
FLAWS

Feature Name:
BACKGROUND FEATURE
RACIAL TRAITS

ADVENTURING GEAR	#	ADVENTURING GEAR	#

SUBTOTAL

EQUIPMENT

ADVENTURING GEAR	#	CP
		SP
		EP
		GP
		GPP
		WEIGHT CARRIED
		ENCUMBERED
		HEAVILY ENCUMBERED
		PUSH/DRAZ/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 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

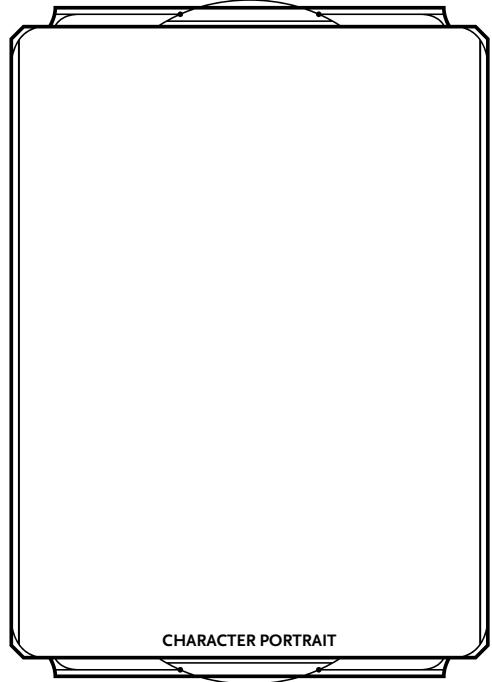
EXTRA MAGIC ITEMS

EXTRA PROFICIENCIES



CHARACTER NAME

GENDER	AGE	SIZE	HEIGHT	WEIGHT
ALIGNMENT	FAITH	HAIR	EYES	SKIN



CHARACTER PORTAIT

ALLIES & ORGANIZATIONS
ORGANIZATION
SYMBOL

APPEARANCE
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APPEARANCE

LIFESTYLE	DAILY PRICE
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LIFESTYLE DAILY PRICE

ENEMIES
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ENEMIES

CHARACTER HISTORY
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CHARACTER HISTORY

NAME

RACE	SIZE	HEIGHT	WEIGHT
TYPE	AGE	GENDER	ALIGNMENT

STRENGTH	STR ○ ○ ○	○ ○ ○	INT WIS CHA
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SAVING THROWS

DEXTERITY	INITIATIVE	SPEED
CONSTITUTION	LEVEL USED DIE HIT DICE	ATTACKS PER ACTION

ARMOR CLASS	PROFICIENCY BONUS	Temporary HP: MAXIMUM HIT POINTS	CURRENT HIT POINTS	SUCCESES FAILURES DEATH SAVES
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DEXTERITY	INITIATIVE	SPEED	ATTACK NAME	RANGE	TO HIT	DAMAGE	DAMAGE TYPE	
CONSTITUTION	LEVEL USED DIE HIT DICE	ATTACKS PER ACTION	DESCRIPTION	ATTACKS				

INTELLIGENCE	CHARISMA	SKILLS	FEATURES	TRAITS
WISDOM	CHARISMA	SKILLS	FEATURES	TRAITS

PASSIVE WISDOM (PERCEPTION)	SENSES	NOTES
REMARKS		

