

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
DEXTERITY			INSPIRATION
CONSTITUTION	SAVING THROWS		ABILITY SAVE DC
INTELLIGENCE			ARMOR Light ○ Medium ○ Heavy ○ Shields WEAPONS ○ Simple ○ Martial ○ Other Weapons:
WISDOM		LIMITED FEATURES	LANGUAGES TOOLS & OTHERS
CHARISMA	SKILLS	ACTIONS BONUS ACTIONS REACTIONS	PROFICIENCIES

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

CLASS FEATURES

PERSONALITY TRAITS	
IDEALS	
BONDS	
FLAWS	

Feature Name:

BACKGROUND FEATURE

RACIAL TRAITS

ADVENTURING GEAR	#	ADVENTURING GEAR	#
SUBTOTAL		SUBTOTAL	
EQUIPMENT			

ADVENTURING GEAR	#

CP
SP
EP
GP
PP

WEIGHT CARRIED

ENCUMBERED

HEAVILY ENCUMBERED

PUSH/DRAV/LIFT

SUBTOTAL

NOTES	
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ADVENTURING GEAR	#	ADVENTURING GEAR	#
SUBTOTAL		SUBTOTAL	
EXTRA EQUIPMENT			

OTHER HOLDINGS
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FEAT:
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FEAT:
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FEATS

MAGIC ITEM:
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MAGIC ITEMS



CHARACTER NAME

GENDER	AGE	SIZE	HEIGHT	WEIGHT
ALIGNMENT	FAITH	HAIR	EYES	SKIN

CHARACTER PORTRAIT

ALLIES & ORGANIZATIONS

ORGANIZATION

SYMBOL

APPEARANCE

CHARACTER HISTORY

LIFESTYLE DAILY PRICE

ENEMIES

