

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	
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PERSONALITY TRAITS
IDEALS
BONDS
FLAWS

Feature Name:
BACKGROUND FEATURE
RACIAL TRAITS

ADVENTURING GEAR	#	ADVENTURING GEAR	#
SUBTOTAL		SUBTOTAL	
EQUIPMENT			

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

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ADVENTURING GEAR	#	ADVENTURING GEAR	#
SUBTOTAL		SUBTOTAL	

EXTRA EQUIPMENT

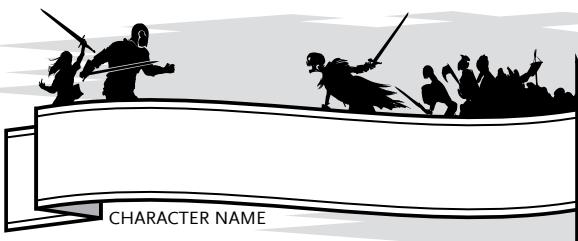
OTHER HOLDINGS

FEAT:
FEAT:
FEAT:
FEAT:

FEATS

MAGIC ITEM:
MAGIC ITEM:
MAGIC ITEM:
MAGIC ITEM:
MAGIC ITEM:

MAGIC ITEMS



CHARACTER NAME	GENDER	AGE	SIZE	HEIGHT	WEIGHT
	ALIGNMENT	FAITH	HAIR	EYES	SKIN

CHARACTER PORTAIT

ALLIES & ORGANIZATIONS	ORGANIZATION SYMBOL

APPEARANCE

LIFESTYLE	DAILY PRICE
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ENEMIES

CHARACTER HISTORY

NOTES

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