

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)	ATTACK NAME	RANGE	TO HIT	DAMAGE	DAMAGE TYPE
SENSES	DESCRIPTION				
AMMUNITION	NAME TOTAL	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
		GPP

WEIGHT CARRIED

ENCUMBERED

HEAVILY ENCUMBERED

PUSH/DRAZ/LIFT

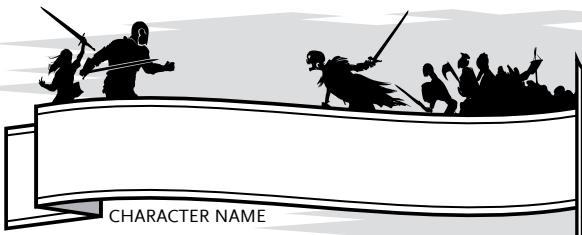
NOTES	
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ADVENTURING GEAR	#	ADVENTURING GEAR	#
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SUBTOTAL		SUBTOTAL	
EXTRA EQUIPMENT			

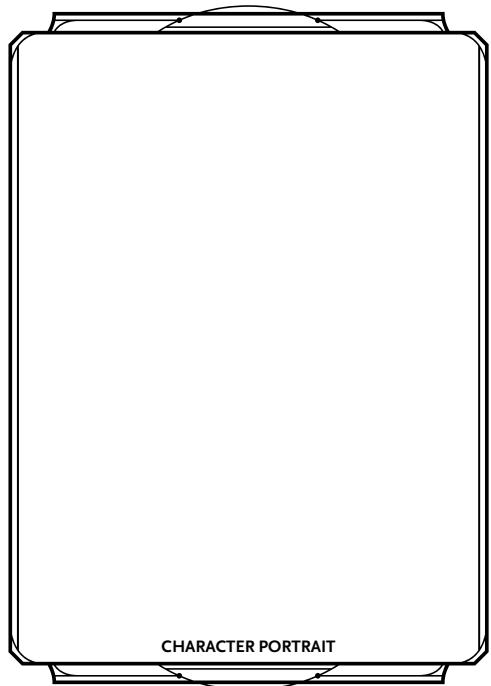
OTHER HOLDINGS
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FEAT:
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FEAT:
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FEAT:
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FEAT:
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FEATS

MAGIC ITEM:
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MAGIC ITEM:
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MAGIC ITEM:
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MAGIC ITEM:
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MAGIC ITEMS



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



CHARACTER PORTAIT

ALLIES & ORGANIZATIONS	ORGANIZATION SYMBOL

APPEARANCE

APPEARANCE

LIFESTYLE	DAILY PRICE
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ENEMIES

ENEMIES

CHARACTER HISTORY

WILD SHAPES

CHARACTER NAME		MAX USES		DURATION		LIMITATIONS	
WILD SHAPE:		Type:	Size:	CR:	HD:		
Strength Mod Save	Intelligence Mod Save	Proficiency Bonus	Armor Class	Initiative	Speed	Max HP	Temp HP
Dexterity Mod Save	Wisdom Mod Save					HIT POINTS	
Constitution Mod Save	Charisma Mod Save					PASSIVE PERCEPTION	
TRAITS & FEATURES				ATTACKS			
WILD SHAPE:		Type:	Size:	CR:	HD:		
Strength Mod Save	Intelligence Mod Save	Proficiency Bonus	Armor Class	Initiative	Speed	Max HP	Temp HP
Dexterity Mod Save	Wisdom Mod Save					HIT POINTS	
Constitution Mod Save	Charisma Mod Save					PASSIVE PERCEPTION	
TRAITS & FEATURES				ATTACKS			
WILD SHAPE:		Type:	Size:	CR:	HD:		
Strength Mod Save	Intelligence Mod Save	Proficiency Bonus	Armor Class	Initiative	Speed	Max HP	Temp HP
Dexterity Mod Save	Wisdom Mod Save					HIT POINTS	
Constitution Mod Save	Charisma Mod Save					PASSIVE PERCEPTION	
TRAITS & FEATURES				ATTACKS			
WILD SHAPE:		Type:	Size:	CR:	HD:		
Strength Mod Save	Intelligence Mod Save	Proficiency Bonus	Armor Class	Initiative	Speed	Max HP	Temp HP
Dexterity Mod Save	Wisdom Mod Save					HIT POINTS	
Constitution Mod Save	Charisma Mod Save					PASSIVE PERCEPTION	
TRAITS & FEATURES				ATTACKS			

Skills

Acrobatics	<input type="radio"/>	Insight	<input type="radio"/>	Performance
Animal Handling	<input type="radio"/>	Intimidation	<input type="radio"/>	Persuasion
Arcana	<input type="radio"/>	Investigation	<input type="radio"/>	Religion
Athletics	<input type="radio"/>	Medicine	<input type="radio"/>	Sleight of Hand
Deception	<input type="radio"/>	Nature	<input type="radio"/>	Stealth
History	<input type="radio"/>	Perception	<input type="radio"/>	Survival

Attack Name Range To Hit Damage Damage Type

Description

