



CHARACTER NAME

LEVEL &amp; CLASS

PLAYER NAME

BACKGROUND

RACE

EXPERIENCE

Next Level

**STRENGTH**

STR	<input type="radio"/>	INT
DEX	<input type="radio"/>	WIS
CON	<input type="radio"/>	CHA
RESISTANCES		

SAVING THROWS

<b>MAXIMUM HIT POINTS</b>	<b>PROFICIENCY BONUS</b>	<b>ARMOR CLASS</b>	
Temporary Hit Points:			
<b>CURRENT HIT POINTS</b>			
SUCCESES 	LEVEL	DIE	USED
FAILURES 	ENCUMBERED		
DEATH SAVES 	<b>HIT DICE</b>		
			<b>SPEED</b>

AC	DESCRIPTION
Armor	
Shield	
Dex	<input type="radio"/> Medium Armor <input type="radio"/> Heavy Armor
Magic	
Misc	
Misc	
<b>ARMOR</b>	

**INSPIRATION**

**ABILITY SAVE DC**

FEATURE	MAX	RECOVER	USED
LIMITED FEATURES			

ARMOR <input type="radio"/> Light <input type="radio"/> Medium <input type="radio"/> Heavy <input type="radio"/> Shields	WEAPONS <input type="radio"/> Simple <input type="radio"/> Martial <input type="radio"/> Other Weapons:
LANGUAGES	TOOLS & OTHERS
<b>PROFICIENCIES</b>	

ACTIONS	BONUS ACTIONS	REACTIONS
ACTIONS		

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

**SENSES**

NAME	TOTAL	NAME	TOTAL
AMMUNITION		AMMUNITION	

<b>PERSONALITY TRAITS</b>
<b>IDEALS</b>
<b>BONDS</b>
<b>FLAWS</b>

<p>Feature Name:</p> <hr/> <hr/> <hr/> <hr/> <hr/>	<b>BACKGROUND FEATURE</b>
<hr/> <hr/> <hr/> <hr/> <hr/>	<b>RACIAL TRAITS</b>

ADVENTURING GEAR		#	
			CP
			SP
			EP
			GP
			PP
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:

Attuned

MAGIC ITEMS



## CHARACTER NAME

GENDER	AGE	SIZE	HEIGHT	WEIGHT
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**ALIGNMENT FAITH HAIR EYES SKIN**

A large, blank rectangular frame with a double-line border, designed to look like an open book or a framed portrait.

## CHARACTER PORTRAIT

## ALLIES & ORGANIZATIONS

ORGANIZATION

SYMBOL

A blank, lined page from a notebook, featuring horizontal ruling lines spaced evenly down the page. The page is framed by a thick black border.

## APPEARANCE

LIFESTYLE DAILY PRICE

LIFESTYLE DAILY PRICE

## ENEMIES

## CHARACTER HISTORY



RACE                    SIZE                    HEIGHT                    WEIGHT  
TYPE                    AGE                    GENDER                    ALIGNMENT

NAME

STRENGTH

<input checked="" type="radio"/>	STR	<input type="radio"/>	INT
<input type="radio"/>	DEX	<input type="radio"/>	WIS
<input type="radio"/>	CON	<input type="radio"/>	CHA

SAVING THROWS

ARMOR CLASS                    PROFICIENCY BONUS                    Temporary HP:  
MAXIMUM HIT POINTS                    CURRENT HIT POINTS                    SUCCESSES  
DEATH SAVES                    FAILURES

DEXTERITY

INITIATIVE                    SPEED  
LEVEL USED                    DIE  
HIT DICE                    ATTACKS PER ACTION

ATTACK NAME                    RANGE                    TO HIT                    DAMAGE                    DAMAGE TYPE  
DESCRIPTION

ATTACKS

CONSTITUTION

FEATURES                    TRAITS

INTELLIGENCE

EYE  
EAR  
SMELL  
TASTE  
TOUCH  
SKILLS

WISDOM

NOTES

CHARISMA

REMARKS

PASSIVE WISDOM (PERCEPTION)

SENSES

NOTES

NOTES



CHARACTER NAME

1ST LEVEL	2ND LEVEL	3RD LEVEL	4TH LEVEL	5TH LEVEL	6TH LEVEL	7TH LEVEL	8TH LEVEL	9TH LEVEL
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SPELL SLOTS

