



LEVEL & CLASS

PLAYER NAME

BACKGROUND

RACE

EXPERIENCE

Next Level

CHARACTER NAME

STRENGTH

DEXTERITY

CONSTITUTION

INTELLIGENCE

WISDOM

CHARISMA

STR

DEX

CON

INT

WIS

CHA

RESISTANCES

SAVING THROWS

SKILLS

MAXIMUM HIT POINTS

PROFICIENCY BONUS

ARMOR CLASS

Temporary Hit Points:

CURRENT HIT POINTS

INITIATIVE

SUCCESSSES

FAILURES

DEATH SAVES

LEVEL

DIE

USED

HIT DICE

ENCUMBERED

SPEED

AC

DESCRIPTION

Armor

Shield

Dex

Medium Armor

Heavy Armor

Magic

Misc

Misc

ARMOR

INSPIRATION

ABILITY

SAVE DC

ARMOR

Light

Medium

Heavy

Shields

WEAPONS

Simple

Martial

Other Weapons:

LANGUAGES

TOOLS & OTHERS

PROFICIENCIES

FEATURE

MAX

RECOVER

USED

LIMITED FEATURES

ACTIONS

BONUS ACTIONS

REACTIONS

ACTIONS

PASSIVE WISDOM (PERCEPTION)

SENSES

NAME

TOTAL

AMMUNITION

NAME

TOTAL

AMMUNITION

ATTACK NAME

RANGE

TO HIT

DAMAGE

DAMAGE TYPE

DESCRIPTION

ATTACKS: WEAPONS & CANTRIPS

CLASS FEATURES

PERSONALITY TRAITS

IDEALS

BONDS

FLAWS

Feature Name:

BACKGROUND FEATURE

RACIAL TRAITS

ADVENTURING GEAR#ADVENTURING GEAR#ADVENTURING GEAR| #CSE

Y G

 pp

NP

WEIGHT CARRIEDENCUMBEREDHEAVILY ENCUMBEREDPUSH/DRAG/LIFTSUBTOTAL

SUBTOTAL
EQUIPMENT

SUBTOTAL

MAGIC ITEMS	
MAGIC ITEM: _____ _____ _____ _____	☐ Attuned
MAGIC ITEM: _____ _____ _____ _____	☐ Attuned
MAGIC ITEM: _____ _____ _____ _____	☐ Attuned
MAGIC ITEM: _____ _____ _____ _____	☐ Attuned
MAGIC ITEM: _____ _____ _____ _____	☐ Attuned



CHARACTER NAME

GENDER	AGE	SIZE	HEIGHT	WEIGHT
ALIGNMENT	FAITH	HAIR	EYES	SKIN

CHARACTER PORTRAIT

ALLIES & ORGANIZATIONS

ORGANIZATION

SYMBOL

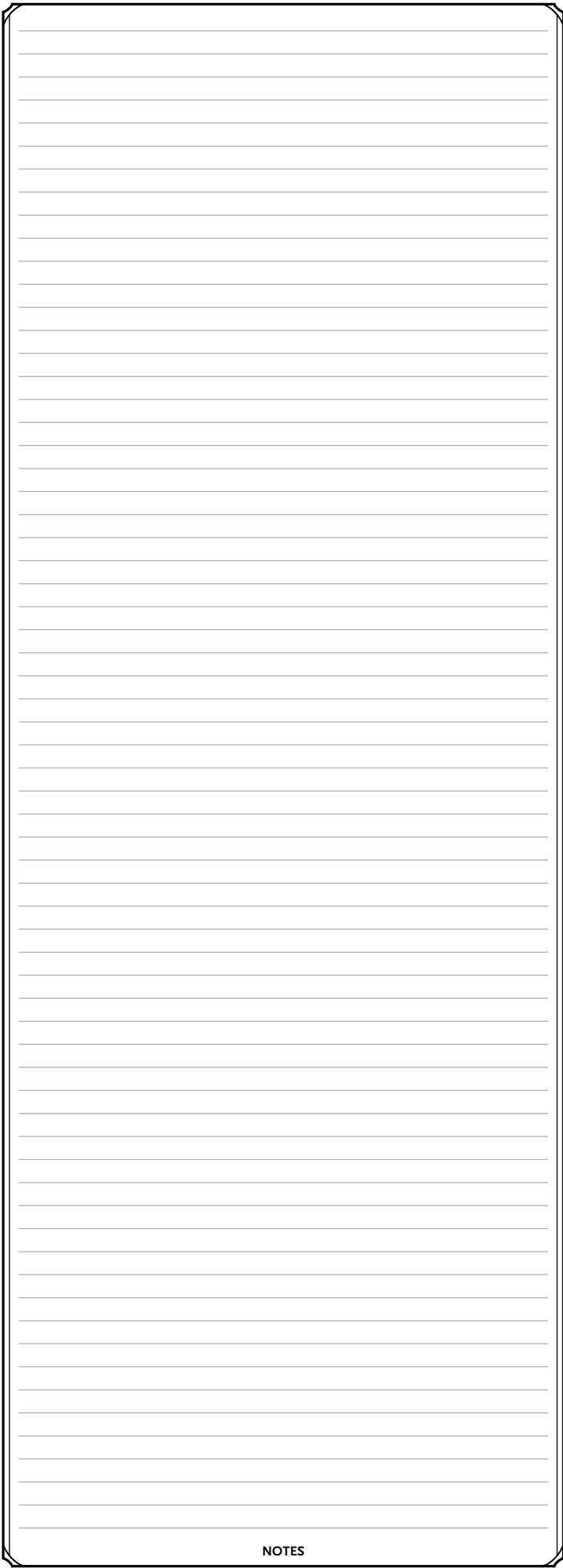
APPEARANCE

LIFESTYLE

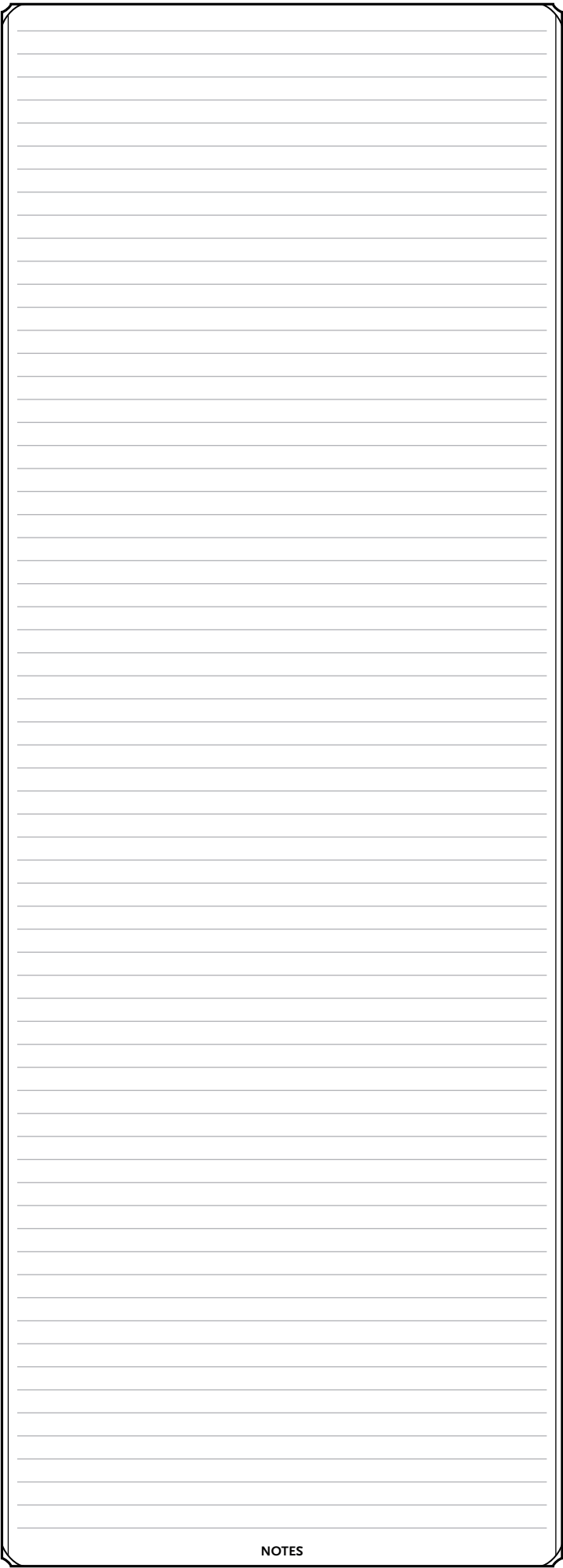
DAILY PRICE

ENEMIES

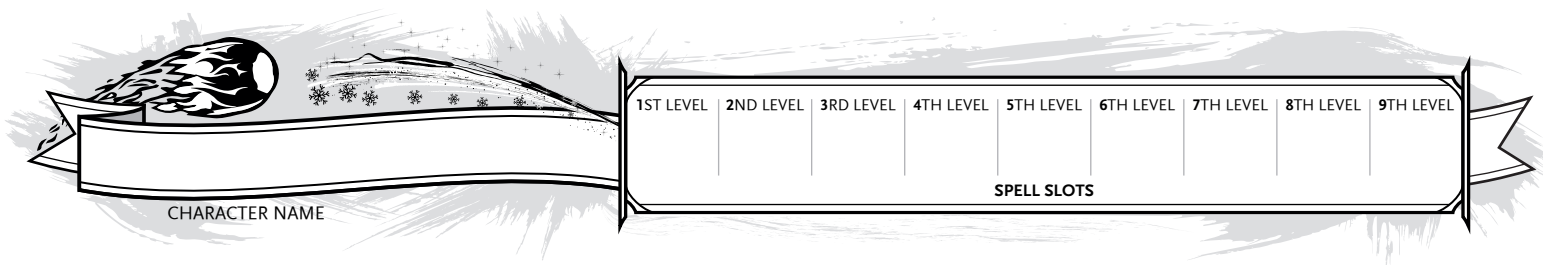
CHARACTER HISTORY



NOTES



NOTES



CHARACTER NAME

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

SPELL SLOTS