

CHARACTER NAME

LEVEL & CLASS

PLAYER NAME

BACKGROUND

RACE

EXPERIENCE

Next Level

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

SUCCESSES

FAILURES

DEATH SAVES

LEVEL

DIE

USED

HIT DICE

ENCUMBERED

SPEED

FEATURE

MAX

RECOVER

USED

LIMITED FEATURES

ACTIONS

BONUS ACTIONS

REACTIONS

ACTIONS

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

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



NP

WEIGHT CARRIEDENCUMBEREDHEAVILY ENCUMBEREDPUSH/DRAG/LIFTSUBTOTAL

SUBTOTAL  
EQUIPMENT

SUBTOTAL

<p>MAGIC ITEM:</p> <p>_____</p> <p>_____</p> <p>_____</p> <p>_____</p>	<p><input type="radio"/> Attuned</p>
<p>MAGIC ITEM:</p> <p>_____</p> <p>_____</p> <p>_____</p> <p>_____</p>	<p><input type="radio"/> Attuned</p>
<p>MAGIC ITEM:</p> <p>_____</p> <p>_____</p> <p>_____</p> <p>_____</p>	<p><input type="radio"/> Attuned</p>
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<p>MAGIC ITEM:</p> <p>_____</p> <p>_____</p> <p>_____</p> <p>_____</p>	<p><input type="radio"/> Attuned</p>

MAGIC ITEMS



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

