

CHARACTER NAME

LEVEL & CLASS

PLAYER NAME

BACKGROUND

RACE

EXPERIENCE

Next Level

STRENGTH

DEXTERITY

CONSTITUTION

INTELLIGENCE

WISDOM

CHARISMA

STR DEX INT
CON WIS
CHA
RESISTANCES

SAVING THROWS

Acrobatics (Dex)
Animal Handling (Wis)
Arcana (Int)
Athletics (Str)
Deception (Cha)
History (Int)
Insight (Wis)
Intimidation (Cha)
Investigation (Int)
Medicine (Wis)
Nature (Int)
Perception (Wis)
Performance (Cha)
Persuasion (Cha)
Religion (Int)
Sleight of Hand (Dex)
Stealth (Dex)
Survival (Wis)

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

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

AC

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


#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>
<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>

MAGIC ITEMS



CHARACTER NAME

GENDER	AGE	SIZE	HEIGHT	WEIGHT
ALIGNMENT	FAITH	HAIR	EYES	SKIN

CHARACTER PORTRAIT

ORGANIZATION

SYMBOL

ALLIES & ORGANIZATIONS


APPEARANCE

LIFESTYLE

DAILY PRICE

ENEMIES

CHARACTER HISTORY



NAME

RACE	SIZE	HEIGHT	WEIGHT
TYPE	AGE	GENDER	ALIGNMENT

STRENGTH

DEXTERITY

CONSTITUTION

INTELLIGENCE

WISDOM

CHARISMA

STR

DEX

CON

INT

WIS

CHA

SAVING THROWS

ARMOR CLASS

PROFICIENCY BONUS

MAXIMUM HIT POINTS

Temporary HP:

CURRENT HIT POINTS

SUCCESSSES

FAILURES

DEATH SAVES

ATTACK NAME

RANGE

TO HIT

DAMAGE

DAMAGE TYPE

DESCRIPTION

ATTACKS

INITIATIVE

SPEED

LEVEL USED

DIE

HIT DICE

ATTACKS PER ACTION

Acrobatics (Dex)

Animal Handling (Wis)

Arcana (Int)

Athletics (Str)

Deception (Cha)

History (Int)

Insight (Wis)

Intimidation (Cha)

Investigation (Int)

Medicine (Wis)

Nature (Int)

Perception (Wis)

Performance (Cha)

Persuasion (Cha)

Religion (Int)

Sleight of Hand (Dex)

Stealth (Dex)

Survival (Wis)

SKILLS

PASSIVE WISDOM (PERCEPTION)

SENSES

REMARKS

FEATURES

TRAITS

NOTES

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