

CHARACTER NAME

CLASS & LEVEL

BACKGROUND

PLAYER NAME

RACE

ALIGNMENT

EXPERIENCE POINTS

STRENGTH

DEXTERITY

CONSTITUTION

INTELLIGENCE

WISDOM

CHARISMA

INSPIRATION

PROFICIENCY BONUS

SAVING THROWS

- ___ Strength
- ___ Dexterity
- ___ Constitution
- ___ Intelligence
- ___ Wisdom
- ___ Charisma

SKILLS

- ___ 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)
- ___

PASSIVE WISDOM (PERCEPTION)

CP

GP

SP

PP

ARMOR

- Light Medium Heavy Shields

WEAPONS

- Simple Martial Other Weapons:

LANGUAGES

TOOLS & OTHERS

PROFICIENCIES

Armor Class

Initiative

Speed

Maximum

Temporary

HIT POINTS

EXHAUSTION LEVEL

SUCCESSSES

FAILURES

DEATH SAVES

LEVEL DIE USED

HIT DICE

Weapon

Range

To hit

Damage

Weapon

Range

To hit

Damage

Weapon

Range

To hit

Damage

Ammunition

Count

Ammunition

Count

Attacks per Attack Action:

ATTACKS & WEAPONS

Ki / Spell Save DC

Spell Attack Mod

Cantrips Known

Spells Known

SPELLCASTING & OTHER

Armor & Shield

AC

Stealth Dis.

ARMOR & SHIELD

FEATURES & TRAITS



CHARACTER NAME _____

AGE _____ HEIGHT _____ WEIGHT _____

EYES _____ SKIN _____ HAIR _____

Large blank area for character backstory.

CHARACTER BACKSTORY

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CHARACTER PORTRAIT

Blank area for personality traits.

PERSONALITY TRAITS

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IDEALS

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BONDS

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FLAWS

| ADVENTURING GEAR | # | LB |
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| ADVENTURING GEAR | # | LB |
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SIZE _____ PUSH, DRAG, LIFT _____ CURRENT WEIGHT _____ / _____ MAX WEIGHT _____
EQUIPMENT

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RACIAL & BACKGROUND FEATURES