

CHARACTER NAME

LEVEL & CLASS

PLAYER NAME

BACKGROUND

RACE

EXPERIENCE

Next Level

STRENGTH

DEXTERITY

CONSTITUTION

INTELLIGENCE

WISDOM

CHARISMA

STR
DEX
CON

STR

DEX

CON

RESISTANCES

INT

WIS

CHA

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

PASSIVE WISDOM (PERCEPTION)

SENSES

NAME

TOTAL

AMMUNITION

NAME

TOTAL

AMMUNITION

ATTACK NAME

RANGE

TO HIT

DAMAGE

DAMAGE TYPE

DESCRIPTION

ATTACKS: WEAPONS & CANTRIPS

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

CLASS FEATURES

PERSONALITY TRAITS

IDEALS




BONDS

FLAWS

Feature Name:

BACKGROUND FEATURE

RACIAL TRAITS

ADVENTURING GEAR#ADVENTURING GEAR#ADVENTURING GEAR| #CSE

NG

 pp

NP

WEIGHT CARRIEDENCUMBEREDHEAVILY ENCUMBEREDPUSH/DRAG/LIFTSUBTOTAL

SUBTOTAL
EQUIPMENT

SUBTOTAL