

CLASS & LEVEL

SUBCLASS

EXPERIENCE POINTS

CHARACTER NAME

PLAYER NAME

RACE

BACKGROUND

ALIGNMENT

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)

PROFICIENCY BONUS

STATUS

INITIATIVE

SPEED

INSPIRATION

HIT POINTS

MAX	CURRENT	TEMP
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HIT DICE

TYPE	USED	MAX
d		

DEATH SAVES

<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	SUCCESSSES
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	FAILURES

EXHAUSTION CONDITIONS

1	2	3	4	5	6
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PASSIVE INSIGHT

PASSIVE INVESTIGATION

PASSIVE PERCEPTION

ATTACKS

Name	Atk Bonus	Damage/Type	Range/Properties

ARMOR CLASS

ARMOR

Name	Base AC	Properties

TREASURE & EQUIPMENT

FEATURES & TRAITS

PROFICIENCIES, LANGUAGES, & FEATS

PP


GP

EP

SP

CP

FEATURES & TRAITS



BACKSTORY

HOMELAND

CHARACTER APPEARANCE

CHARACTER NAME

AGE

HEIGHT

WEIGHT

EYES

SKIN

HAIR

ALLIES & ORGANIZATIONS

ADDITIONAL FEATURES & TRAITS

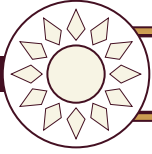
PERSONALITY TRAITS

IDEALS

BONDS

FLAWS

ADDITIONAL TREASURE



SPELLCASTING CLASS

ABILITY

SAVE DC

BONUS

CHARACTER NAME

O

Cantrips

Total Slots

Expended Slots

3

Total Slots

Expended Slots

6

Total Slots

Expended Slots

I

Total Slots

Expended Slots

4

Total Slots

Expended Slots

7

Total Slots

Expended Slots

8

Total Slots

Expended Slots

2

Total Slots

Expended Slots

5

Total Slots

Expended Slots

9