



CLASS & LEVEL

BACKGROUND

PLAYER NAME

CHARACTER NAME

RACE & SIZE

ALIGNMENT

EXPERIENCE POINTS

INSPIRATION

PROFICIENCY

PASSIVE
PERCEPTION

STRENGTH

- SAVING THROWS
ATHLETICS

DEXTERITY

- SAVING THROWS
ACROBATICS
SLEIGHT OF HAND
STEALTH

CONSTITUTION

- SAVING THROWS
HIT DICE

d

INTELLIGENCE

- SAVING THROWS
ARCANA
HISTORY
INVESTIGATION
NATURE
RELIGION

WISDOM

- SAVING THROWS
ANIMAL HANDLING
INSIGHT
MEDICINE
PERCEPTION
SURVIVAL

CHARISMA

- SAVING THROWS
DECEPTION
INTIMIDATION
PERFORMANCE
PERSUASION

DARKVISION

ARMOR
CLASS

INITIATIVE

RUN

CLIMB

SWIM

FLY

TOTAL HP

TEMPORARY HP

DEATH

LIFE

CURRENT HIT POINTS

WEAPON

ATK

DAMAGE

EFFECT

S
P
BS
P
BS
P
BS
P
BS
P
BS
P
B

AMMO

TOTAL USED

TOTAL USED

TOTAL USED

TOTAL USED

WORN GEAR



LANGUAGES

WEAPONS

ARMOR

TOOLS

ADVANTAGES

PROFICIENCIES

BACKPACK

ITEM

WT

ITEM

WT

ITEM

WT

CARRYING CAPACITY

ENCUMBERED

HEAVILY
ENCUMBERED

PP

GP

EP

SP

CP

FEATURES & TRAITS



BACKGROUND



AGE

HEIGHT

WEIGHT

CHARACTER NAME

EYES

SKIN

HAIR

Large rectangular area for character appearance notes.

CHARACTER APPEARANCE

Large rectangular area for allies and organizations notes.

ALLIES & ORGANIZATIONS



DEITY

Small rectangular area for deity notes.



Small rectangular area for personality traits notes.

PERSONALITY TRAITS



Small rectangular area for ideals notes.

IDEALS



Small rectangular area for bonds notes.

BONDS



Small rectangular area for flaws notes.

FLAWS

Large rectangular area for additional features and traits notes.

ADDITIONAL FEATURES & TRAITS

Large rectangular area for backstory notes.

BACKSTORY

Large rectangular area for storage notes.

STORAGE