

CLASS:

LVL

EXP

STR

DEX

CON

INT

WIS

CHA

ABILITY BONUS

ABILITY SCORE

PROFICIENCY BONUS

DARKVISION

PASSIVE PERCEPTION

ACROBATICS (DEX)

MEDICINE (WIS)

AN. HANDLING (WIS)

NATURE (INT)

ARCANA (INT)

PERCEPTION (WIS)

ATHLETICS (STR)

PERFORMANCE (CHA)

DECEPTION (CHA)

PERSUASION (CHA)

HISTORY (INT)

RELIGION (INT)

INSIGHT (WIS)

SL. OF HAND (DEX)

INTIMIDATION (CHA)

STEALTH (DEX)

INVESTIGATION (INT)

SURVIVAL (WIS)

SAVING THROWS

CHARISMA

INTELLIGENCE

CONSTITUTION

STRENGTH

DEXTERITY

WISDOM

INSPIRATION

WORN GEAR



LANGUAGES

WEAPONS

ARMOR

TOOLS

ADVANTAGES

PROFICIENCIES

RACIAL & BACKGROUND TRAITS

CLASS TRAITS

INITIATIVE

AC

TOTAL HP

TEMPORARY HP

CURRENT HIT POINTS

BUFFS & CONDITIONS

1 R V

000 BLUDG.

1 R V

000 POISON

1 R V

000 RADIANT

000 PIERCING

000 ACID

000 LIGHTNING

000 SLASHING

000 PSYCHIC

000 THUNDER

000 COLD

000 NECROTIC

000 FORCE

000 FIRE

IMMUNITIES, RESISTANCES, & VULNERABILITIES

TOTAL

d

d

USED

HIT DICE

TOTAL

USED

PP

GP

EP

SP

CP

ATTACKS PER ROUND

WEAPON

ATK BONUS

DAMAGE

EFFECT

AMMO

TOTAL

USED

TOTAL

USED

TOTAL

USED

TOTAL

USED



BACKGROUND



AGE

HEIGHT

WEIGHT

CHARACTER NAME

EYES

SKIN

HAIR

Character Appearance section with a large blank area for drawing or notes.

CHARACTER APPEARANCE

Section with horizontal lines for notes, likely for Allies & Organizations.

ALLIES & ORGANIZATIONS



DEITY

Section with horizontal lines for notes, likely for Deity.



PERSONALITY TRAITS

Section with horizontal lines for notes, likely for Personality Traits.



IDEALS

Section with horizontal lines for notes, likely for Ideals.



BONDS

Section with horizontal lines for notes, likely for Bonds.



FLAWS

Section with horizontal lines for notes, likely for Flaws.

Section with horizontal lines for notes, likely for Additional Features & Traits.

ADDITIONAL FEATURES & TRAITS

Section with horizontal lines for notes, likely for Backstory.

BACKSTORY

Section with a grid for notes, likely for Storage.

STORAGE