

CHARACTER NAME

CLASS & LEVEL

SUBCLASS/DOMAIN/SCHOOL

PLAYER NAME

PROFICIENCY		SCORE	MOD	SAVE
<input type="radio"/>	STR STRENGTH			
<input type="radio"/>	DEX DEXTERITY			
<input type="radio"/>	CON CONSTITUTION			
<input type="radio"/>	INT INTELLIGENCE			
<input type="radio"/>	WIS WISDOM			
<input type="radio"/>	CHA CHARISMA			

ALIGNMENT

HERITAGE & ORIGIN

BACKGROUND

PROFICIENCY BONUS **PASSIVE PERCEPTION (WIS)**

MAX HP **CURRENT HIT POINTS** **TEMP HP** **HIT DICE**

INITIATIVE **BASE SPEED** **FLY SPEED** **SWIM SPEED** = 10 + **ARMOR CLASS** + **ARMOR** + **SHIELD** + **DEX MOD** + **MISC**

DEATH SAVES
 SUCCESSES
 FAILURES

- PROFICIENCY
- _____ 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)

MELEE WEAPON	ATTACK BONUS	DAMAGE	
<input type="text"/>	<input type="text"/>	<input type="checkbox"/> MAIN HAND <input type="checkbox"/> OFF HAND <input type="checkbox"/> TWO-HANDED	<input type="text"/> <input type="checkbox"/> PIERCING <input type="checkbox"/> SLASHING <input type="checkbox"/> BLUDGEONING
<input type="text"/>	<input type="text"/>	<input type="checkbox"/> MAIN HAND <input type="checkbox"/> OFF HAND <input type="checkbox"/> TWO-HANDED	<input type="text"/> <input type="checkbox"/> PIERCING <input type="checkbox"/> SLASHING <input type="checkbox"/> BLUDGEONING
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<input type="text"/>	<input type="text"/>	<input type="checkbox"/> MAIN HAND <input type="checkbox"/> OFF HAND <input type="checkbox"/> TWO-HANDED	<input type="text"/> <input type="checkbox"/> PIERCING <input type="checkbox"/> SLASHING <input type="checkbox"/> BLUDGEONING

RANGED WEAPON	QTY/AMMO	ATTACK BONUS	RANGE	DAMAGE
<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/> <input type="checkbox"/> PIERCING <input type="checkbox"/> SLASHING <input type="checkbox"/> BLUDGEONING
<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/> <input type="checkbox"/> PIERCING <input type="checkbox"/> SLASHING <input type="checkbox"/> BLUDGEONING
<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/> <input type="checkbox"/> PIERCING <input type="checkbox"/> SLASHING <input type="checkbox"/> BLUDGEONING
<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/> <input type="checkbox"/> PIERCING <input type="checkbox"/> SLASHING <input type="checkbox"/> BLUDGEONING
<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/> <input type="checkbox"/> PIERCING <input type="checkbox"/> SLASHING <input type="checkbox"/> BLUDGEONING

LANGUAGES & OTHER PROFICIENCIES

HERITAGE TRAITS

ABILITIES & FEATS

EQUIPMENT

INSPIRATION / **LUCK POINTS** **PP** **GP** **SP** **CP**

CHARACTER NAME

AGE / BIRTHDAY

HEIGHT & WEIGHT

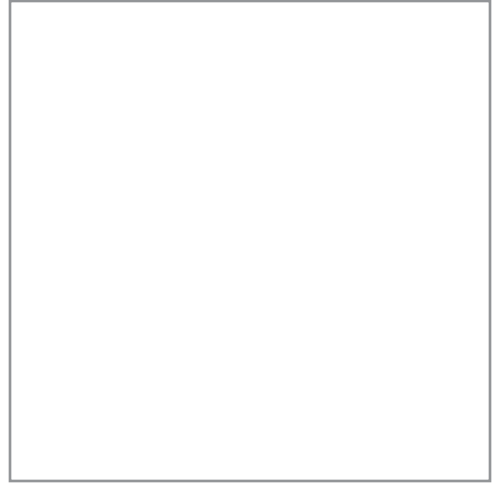
DISTINGUISHING FEATURES



ALLIES & ORGANIZATIONS



PATRON DEITY



SYMBOL

PERSONALITY TRAITS



IDEALS



"I KNOW A GUY"



BONDS



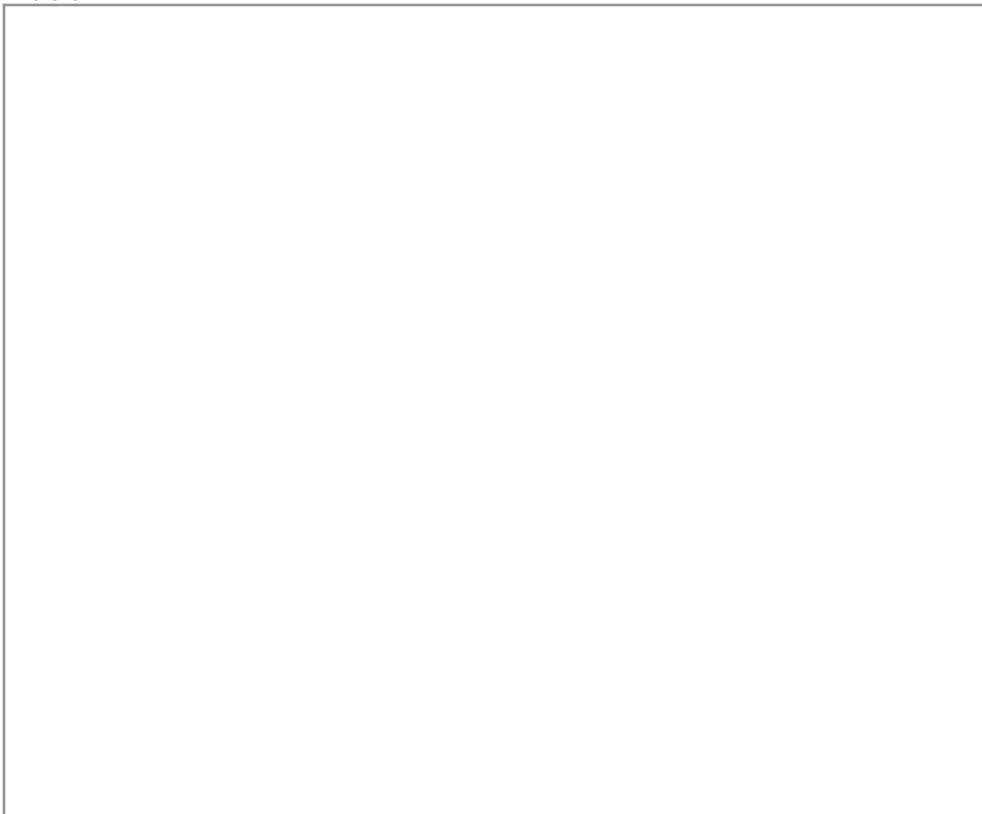
FLAWS



OLD FRIENDS & ENEMIES



BACKSTORY



TRINKET



TREASURE

