

Player Name: _____

Class and Levels: _____

Background: _____

Race: _____

Height: _____

Weight: _____

Age: _____

Hair: _____

Eyes: _____

Size: _____

Faith: _____

Skin: _____

Alignment: _____

CROWN OF THE OATHBREAKER



Name: _____

Inspiration

Abilities

Ability	Modifier	Saving Throw	Prof. Bonus	Extra
STR STRENGTH				
DEX DEXTERITY				
CON CONSTITUTION				
INT INTELLIGENCE				
WIS WISDOM				
CHA CHARISMA				



PROFICIENCY BONUS

Advantages / Disadvantages

PARTY MEMBERS



SKILLS

	Prof	Exp	Extra	Notes/Tools
<input type="checkbox"/> Acrobatics (DEX)				
<input type="checkbox"/> Animal Handling (WIS)				
<input type="checkbox"/> Arcana (INT)				
<input type="checkbox"/> Athletics (STR)				
<input type="checkbox"/> Deception (CHA)				
<input type="checkbox"/> History (INT)				
<input type="checkbox"/> Insight (WIS)				
<input type="checkbox"/> Intimidation (CHA)				
<input type="checkbox"/> Investigation (INT)				
<input type="checkbox"/> Medicine (WIS)				
<input type="checkbox"/> Nature (INT)				
<input type="checkbox"/> Perception (WIS)				
<input type="checkbox"/> Performance (CHA)				
<input type="checkbox"/> Persuasion (CHA)				
<input type="checkbox"/> Religion (INT)				
<input type="checkbox"/> Sleight of Hand (DEX)				
<input type="checkbox"/> Stealth (DEX)				
<input type="checkbox"/> Survival (WIS)				

Limited Features

Feature	Max Usages	SR/RL	Used	Feature	Max Usages	SR/RL	Used

COMBAT

DEFENSES

Armor Bonus: _____ AC: _____ Magic: _____

+ Shield Bonus: _____ 2 + _____ Magic: _____

+ Dexterity Mod: _____ Medium Armor (max=2) Resistance/Immunities

+ Magic: _____ Heavy Armor (mod=2)

+ Misc Mod1: _____

+ Misc Mod2: _____

AC: _____

Initiative

Dex: _____ + Misc.: _____

SPEED: _____ ENCUMBERED: _____

ATTACKS

Weapon / Description	Range	To Hit	Damage	Damage Type

HP

Temp. _____

Max Hit Points _____

RECOVER HALF OF YOUR MAXIMUM HIT POINTS AFTER A LONG REST

Hit Dice: _____

Bonus Actions

(Maximum of 1 Bonus Action per turn)

Reactions

(Maximum of 1 Reaction per turn)

Opportunity Attack

Special Attack / Description	Range	To Hit	Damage	Damage Type



FEATURES

Racial Traits

CLASS FEATURES

ARMOR: Light Medium Heavy Shields
 WEAPONS: Simple Martial Other:

BACKGROUND

PERSONALITY TRAIT:

IDEAL:

IDEAL:

FLAW:

FEATS

FEAT:

FEAT:

FEAT:

FEAT:

FEAT:

EQUIPMENT

ADVENTURING GEAR:

WGT.

ADVENTURING GEAR:

WGT.

SUBTOTAL:

SUBTOTAL:

ATTUNED MAGICAL ITEMS (max 3)

DAILY RATIONS

ENCUMBERED

- 10 FT. SPEED

ENCUMBERED

- 20 FT. SPEED

DISADVANTAGE WITH:
CHECKS, ATTACKS, SAVES
THAT USE STR, DEX, CON

PUSH/DRAW/LIFT

SPEED = 5 FT. GEAR AND COINS

TOTAL WEIGHT

LIFESTYLE:

DAILY PRICE:



PLATINUM
PIECES

1pp = 10gp



GOLD
PIECES

1gp = 10sp



ELECTRUM
PIECES

1ep = 5sp



SILVER
PIECES

1sp = 10cp



COPPER
PIECES

GEARS AND OTHER TREASURES:

BACKGROUND FEATURES

LANGUAGES

EXPERIENCE

TOTAL EXPERIENCE:

0 Lev1	14.000 Lev6	83.000 Lev11	193.000 Lev16
300 Lev2	23.000 Lev7	100.000 Lev12	223.000 Lev17
900 Lev3	34.000 Lev8	120.000 Lev13	263.000 Lev18
2.700 Lev4	48.000 Lev9	140.000 Lev14	303.000 Lev19
6.500 Lev5	64.000 Lev10	163.000 Lev15	333.000 Lev20