

CHARACTER NAME:



CLASS AND LEVELS: _____ HEIGHT: _____ SKIN: _____
 BACKGROUND: _____ HAIR: _____ EYES: _____
 RACE: _____ WEIGHT: _____ SIZE: _____
 FAITH: _____ AGE: _____ SPEED: _____
 ALIGNMENT: _____ PLAYER NAME: _____

INITIATIVE + PROFICIENCY BONUS XP INSPIRATION

ABILITIES

	SCORE	MOD.	SAVING THROU	PROF. BONUS	BONUS	ADVANTAGES	DISADVANTAGES
STR STRENGTH	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
DEX DEXTERITY	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
CON CONSTITUTION	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
INT INTELLIGENCE	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
Wis WISDOM	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
CHA CHARISMA	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>

SKILLS

	PROF	EXP	BONUS	NOTES
ACROBATICS (DEX)	<input type="text"/>	<input type="text"/>	<input type="text"/>	
ANIMAL HANDLING (WIS)	<input type="text"/>	<input type="text"/>	<input type="text"/>	
ARCANA (INT)	<input type="text"/>	<input type="text"/>	<input type="text"/>	
ATHLETICS (STR)	<input type="text"/>	<input type="text"/>	<input type="text"/>	
DECEPTION (CHA)	<input type="text"/>	<input type="text"/>	<input type="text"/>	
HISTORY (INT)	<input type="text"/>	<input type="text"/>	<input type="text"/>	
INSIGHT (WIS)	<input type="text"/>	<input type="text"/>	<input type="text"/>	
INTIMIDATION (CHA)	<input type="text"/>	<input type="text"/>	<input type="text"/>	
INVESTIGATION (INT)	<input type="text"/>	<input type="text"/>	<input type="text"/>	
MEDICINE (WIS)	<input type="text"/>	<input type="text"/>	<input type="text"/>	
NATURE (INT)	<input type="text"/>	<input type="text"/>	<input type="text"/>	
PERCEPTION (WIS)	<input type="text"/>	<input type="text"/>	<input type="text"/>	
PERFORMANCE (CHA)	<input type="text"/>	<input type="text"/>	<input type="text"/>	
PERSUASION (CHA)	<input type="text"/>	<input type="text"/>	<input type="text"/>	
RELIGION (INT)	<input type="text"/>	<input type="text"/>	<input type="text"/>	
SLEIGHT OF HAND (DEX)	<input type="text"/>	<input type="text"/>	<input type="text"/>	
STEALTH (DEX)	<input type="text"/>	<input type="text"/>	<input type="text"/>	
SURVIVAL (WIS)	<input type="text"/>	<input type="text"/>	<input type="text"/>	

FEATURES

FEATURE	USES	SR/LR	USED	FEATURE	USES	SR/LR	USED

TOOLS/VEHICLES _____

SENSES

PASSIVE PERCEPTION

DEFENSE AC

ARMOR BONUS + SHIELD BONUS + DEX. MOD + MAGIC/MISC

ARMOR AC + MAGIC STEALTH DISADV.

SHIELD AC + MAGIC

MEDIUM ARMOR (MAX=2)
 HEAVY ARMOR (NO DEX MOD)

RESISTANCES _____

IMMUNITIES _____

MAX HP

TEMP.

WOUNDS _____ CURRENT HP

CONDITIONS _____

HIT DICE

<input type="text"/>	D	<input type="text"/>	+	<input type="text"/>	<input type="text"/>
<input type="text"/>	D	<input type="text"/>	+	<input type="text"/>	<input type="text"/>
<input type="text"/>	D	<input type="text"/>	+	<input type="text"/>	<input type="text"/>

LEVEL DIE CON USED

SUCCESS FAILURE

DEATH SAVES

ATTACKS

WEAPON	RANGE	TO HIT	DAMAGE	DAMAGE TYPE

ATTACKS PER ACTION

BONUS ACTIONS

REACTIONS

Opportunity Attack

SPECIAL ATTACK / DESCRIPTION _____ RANGE _____ TO HIT _____ DAMAGE _____ DAMAGE TYPE _____

SPELLCASTING CLASS

SPELLCASTING ABILITY

SPELL SAVE DC

SPELL ATTACK BONUS

0 CANTRIPS

3RD

6TH

SPELL LEVEL	SLOTS TOTAL	SLOTS EXPENDED
1ST		

4TH

7TH

2ND

5TH

8TH

9TH

