

CHARACTER NAME

RACE BACKGROUND
ALIGNMENT EXPERIENCE POINTS

ARCHETYPE

PROFICIENCY PASSIVE PERCEPTION
INSPIRATION PASSIVE INSIGHT

AC INITIATIVE SPEED
Hit Point Maximum Temporary Hit Points
HIT DICE DEATH SAVES
Used Total SUCCESSES FAILURES

LEVEL
LEVEL

STRENGTH
◇ SAVING THROWS
○ ATHLETICS
DEXTERITY
◇ SAVING THROWS
○ ACROBATICS
○ SLEIGHT OF HAND
○ STEALTH
CONSTITUTION
◇ SAVING THROWS
INTELLIGENCE
◇ SAVING THROWS
○ ARCANA
○ HISTORY
○ INVESTIGATION
○ NATURE
○ RELIGION
WISDOM
◇ SAVING THROWS
○ ANIMAL HANDLING
○ INSIGHT
○ MEDICINE
○ PERCEPTION
○ SURVIVAL
CHARISMA
◇ SAVING THROWS
○ DECEPTION
○ INTIMIDATION
○ PERFORMANCE
○ PERSUASION

NAME	ATK BONUS	DAMAGE/TYPE

Used Total

ADDITIONAL COMBAT FEATURES

RACIAL TRAITS

PROFICIENCIES LANGUAGES
LIGHT ARMOUR SIMPLE WEAPONS
MEDIUM ARMOUR MARTIAL WEAPONS
HEAVY ARMOUR SHIELDS
TOOLS & OTHER PROFICIENCIES



CHARACTER NAME

AGE	HEIGHT	WEIGHT	DISTINGUISHING MARKS
EYES	SKIN	HAIR	SCARS

CHARACTER APPEARANCE

PERSONALITY TRAITS

IDEALS

BONDS

FLAWS

BACKGROUND

ALLIES

ENEMIES

ADDITIONAL FEATURES & TRAITS

EQUIPMENT

HEAD _____	Attuned	<input type="radio"/>
AMULET _____		<input type="radio"/>
CLOAK _____		<input type="radio"/>
ARMOUR _____		<input type="radio"/>
HANDS/ARMS _____		<input type="radio"/>
RING _____		<input type="radio"/>
RING _____		<input type="radio"/>
BELT _____		<input type="radio"/>
BOOTS _____		<input type="radio"/>

CP

SP

EP

GP

PP

BACKPACK/STORAGE

MAGIC ITEMS

Name _____	Attuned	<input type="radio"/>
Name _____	Attuned	<input type="radio"/>
Name _____	Attuned	<input type="radio"/>
Name _____	Attuned	<input type="radio"/>
Name _____	Attuned	<input type="radio"/>