	Class(es) & Level Alignment	
	Species Background	- 》
	Experience Points XP Next Level Player's Name	
Character Name	Experience Points AP Next Level Pidyer's Name	Ĩ,
STRENGTH		
Saving Throw		
C	ARMOR CLASS	
		li
DEXTERITY       O		li
	CURRENT HIT POINTS	ļ
○ ◇ Sleight of Hand		
⊖ ♦ Stealth *	ARMOR, SHIELD, PROTECTIONS	
CONSTITUTION		
Saving Throw	TEMPORARY HIT POINTS	
INTELLIGENCE		li
Saving Throw		li
© ○ ◇ Investigation		
○ ◇ Lore ○ ◇ Nature	ADVANTAGES, RESISTANCES, IMMUNITIES	
		1
○ ◇Technology	Weapon Attack Damage/Type Range Weight	<u></u> !
WISDOM		
O Saving Throw		=¦
C ♦ Animal Handling   C ♦ Insight		-i
		Ξi
$\bigcirc \diamondsuit$ <u>Perception</u>		-i
○ ♦ Survival		Ξi
CHARISMA		-i
O Saving Throw		٦į
C C C C C C C C C C C C C C C C C C C		ļ
○ ◇ Performance		
$\bigcirc \diamondsuit$ — Persuasion		
Proficient        Expertise  * Armor penalty		
PASSIVE WISDOM (PERCEPTION)	<u>o</u>	
INSPIRATION	<u>0</u>	
	0	
VISION		
[		⊥. <u> . </u> ┐┌┐┃
base hour day		
	Q	
special movement		].[]
	Refresh after short/long rest   Refresh after long rest   Use     COMBAT FEATURES     Feats, abilities, and other features for quick reference in combat	

	Place of Birth	
	Age	Gender
	Height	Weight
	Size	Hair
	Eyes	Skin
PROFICIENCIES	Appearance	
	Personality traits	
LANGUAGES	Ideals	
	Bonds	
	Flaws	
·····		
	De diseren de Estat	
	Background Feature	
·····		
		CHARACTER DATA
······		
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FEATURES		BACKSTORY

ltem	D	В	Р			
				Weight: 50 pieces=1 lb.		
				CREDITS		
				Į		
				GEMS AND TREASURE		
				Where How much When		
				Loaned, deposited or received values or goods		
				VALUABLES		
				STORAGE		
Totol W/-:-bt						
Total Weight			L	Each size category above Medium x2, Tiny creatures $\frac{1}{2}$		
Total Weight on Character				ENCUMBERED HEAVILY ENCUMB. MAX CARRYING PUSH, DRAG		
D – Donned						
B – Backpack (max 30 lb.)						
P – Belt Pouch (max 6 lb. per belt pouch)						
			Speed -10 fr. Spd20fr.   Disadvantage on Srr, Dex, Con ability checks, ST, attacks			
EQUIPMENT				Str, Dex, Con ability checks, ST, attacks CARRYING CAPACITY		
EQUITER						

POINTS USED		DARK SIDE:	
	AT-WILL		
	2nd LEVEL		
	4th LEVEL	5th LEVE	