

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

Ability save DC

8 + Proficiency Bonus + Modifier

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

COMBAT

DEFENSES

ARMOR

AC

AC + Magic

Shield Bonus

2 + Magic

Dexterity Mod

Medium Armor (max=2) Resistance/Immunities

heavy armor (mod=2)

Magic

Misc Mod1

Misc Mod2

Initiative

Dex + Misc.

SPEED	SPEED ENCUMBERED



WOUNDS

CONDITIONS

CURRENT HP

ATTACKS

Attacks per Action

Weapon / Description	Range	To Hit	Damage	Damage Type

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

Fear:

Fear:

Fear:

Fear:

Fear:

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

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

LIFESTYLE: DAILY PRICE:

 PLATINUM PIECES 1pp = 10gp	 GOLD PIECES 1gp = 10sp	 ELECTRUM PIECES 1ep = 5sp	 SILVER PIECES 1sp = 10cp	 COPPER PIECES
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GEARS AND OTHER TREASURES: