

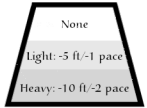
Character Name & Title

Personality Traits

Class Level Experience

Gender & Age Appearance

Alignment Background & Feature



Encumbrance



Speed



Armor Class



Sketch or Sigil

ABILITIES:

<input type="checkbox"/>
<input type="checkbox"/>
<input type="checkbox"/>
<input type="checkbox"/>
<input type="checkbox"/>
<input type="checkbox"/>
<input type="checkbox"/>

STRENGTH

Adjustment

DEXTERITY

Adjustment

CONSTITUTION

Adjustment

INTELLIGENCE

Adjustment

WISDOM

Adjustment

CHARISMA

Adjustment

<input type="checkbox"/>
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<input type="checkbox"/>
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<input type="checkbox"/>

Proficiency Bonus

Current Hit Dice

Max. Hit Points

Temp. Hit Points

Current Hit Points

NOTES:

Weapon / Spell Attack	To Hit	Dmg	Range/Properties
	<input type="checkbox"/>	<input type="checkbox"/>	
	<input type="checkbox"/>	<input type="checkbox"/>	
	<input type="checkbox"/>	<input type="checkbox"/>	
	<input type="checkbox"/>	<input type="checkbox"/>	
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Ammo: Used: ○○○○○○○○○○○○○○○○○○○○○

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<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>

Exhaustion:

1	2	3	4	5	6
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Abilities & Boons

Armor & Weapon Proficiencies

Proficiency Areas & Tool Proficiencies

Languages

Equipment	# Items
Carried in:	
Carried in:	
Stored in:	

Rations:	Torches:
Carried in:	# Items
Carried in:	
Magic Items:	# Items

Coin & Treasure 100 coins = 1 item

PP:

GP:

SP:

CP:

Items: Lifestyle:

Encumbrance

○ ○ ○

Light Heavy Max

Total Stones Carried:

+ Items Carried: