

CHARACTER NAME

RACE BACKGROUND

ALIGNMENT CHARACTER LEVEL

CLASS ARCHETYPE LEVEL

CLASS ARCHETYPE LEVEL

STRENGTH

SCORE	MOD	SAVE

ATHLETICS

DEXTERITY

SCORE	MOD	SAVE

ACROBATICS

SLEIGHT OF HAND

STEALTH

CONSTITUTION

SCORE	MOD	SAVE

INTELLIGENCE

SCORE	MOD	SAVE

ARCANA

HISTORY

INVESTIGATION

NATURE

RELIGION

WISDOM

SCORE	MOD	SAVE

ANIMAL HANDLING

INSIGHT

MEDICINE

PERCEPTION

SURVIVAL

CHARISMA

SCORE	MOD	SAVE

DECEPTION

INTIMIDATION

PERFORMANCE

PERSUASION

ARMOR CLASS	INITIATIVE	PROFICIENCY

HP

TEMP HP	CURRENT	MAX HP

SPEED

WALK	CLIMB	SWIM	FLY OR BURROW

HIT DICE

TOTAL	AVAIL.

			DEATH SAVES				FAILURE
SUCCESS							

WEAPONS

NAME

ATK DMG 1 DMG 2

AMMO RANGE LOCATION KEPT

DETAILS

NAME

ATK DMG 1 DMG 2

AMMO RANGE LOCATION KEPT

DETAILS

NAME

ATK DMG 1 DMG 2

AMMO RANGE LOCATION KEPT

DETAILS

CLASS RESOURCES

CLASS 1 RESOURCE

CLASS 2 RESOURCE

TOTAL	AVAIL

TOTAL	AVAIL

RECOVERY RATE

RECOVERY RATE

DAMAGE RES. & VULN.

DAMAGE TYPE	V	R	I	SOURCE
BLUDGEONING	0	0	0	
PIERCING	0	0	0	
SLASHING	0	0	0	
ACID	0	0	0	
COLD	0	0	0	
FIRE	0	0	0	
FORCE	0	0	0	
LIGHTNING	0	0	0	
NECROTIC	0	0	0	
POISON	0	0	0	
PSYCHIC	0	0	0	
RADIANT	0	0	0	
SLASHING	0	0	0	
THUNDER	0	0	0	

TOOL PROFICIENCIES

TOOL	ABILITY	MOD

PASSIVE PERCEPTION

FEATURES & TRAITS

BACKGROUND FEATURE

CHARACTER NAME

PRONOUNS

HEIGHT

AGE

WEIGHT

Lined area for background feature notes.

TREASURE

Lined area for treasure notes.

PERSONALITY

PERSONALITY TRAITS

IDEALS

BONDS

FLAWS

Lined area for personality traits, ideals, bonds, and flaws.

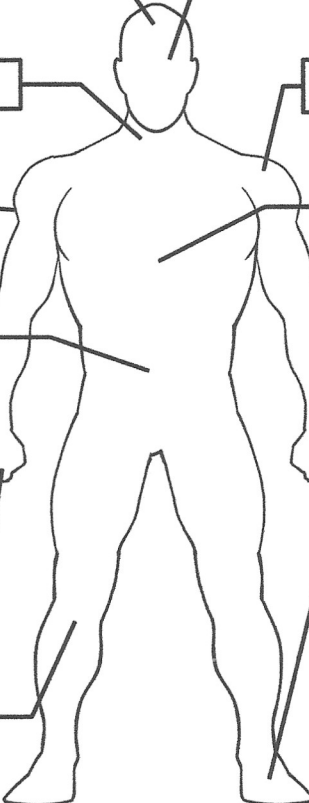
PHYSICAL APPEARANCE

Lined area for physical appearance notes.


CHARACTER BACKSTORY


Lined area for character backstory notes.


INVENTORY





HEAD: _____ **EYES:** _____
NECK: _____ **SHOULDERS:** _____
BACK: _____ **TORSO:** _____
WAIST: _____ **ARMS/WRISTS:** _____
HANDS: _____ **RING #2:** _____
RING #1: _____ **FEET:** _____
LEGS: _____ **CURRENCY:** _____

 **ARMOR:** _____

 **SHIELD:** _____

 **MELEE WEAPON:** _____

 **MELEE WEAPON:** _____

 **RANGED WEAPON:** _____

ITEM	LOCATION	WEIGHT
Total Weight of Supplies:		

CHARACTER NAME _____

CHEAT SHEET

WALK
CLIMB
SWIM
FLY OR
BURROW

ACTIONS

BONUS ACTIONS

REACTIONS

OTHER ACTIONS, ITEM EFFECTS, AND MISCELLANY



CHARACTER NAME

BACKGROUND

CLASS

DEITY / PATRON

PLAYER NAME

ADVENTURING COMPANY (GROUP NAME)

PERSONALITY TRAITS

IDEALS

BONDS

FLAWS

TOTEM - WORK - TEMPLE - ITEM - SIGN - MONASTERY - GOAL - WORLD VIEW - GUILTY PLEASURE - ARCANES ORIGIN - PATRON'S ATTITUDE - SPELLBOOK

TATTOOS - INSTRUMENT - KEEPSAKE - GUIDING ASPECT - INSTRUCTOR - ICON - SYMBOL - HOMELAND - ADVERSARY - REACTIONS - SPECIAL TERMS - AMBITION

SUPERSTITION - EMBARRASSMENT - SECRET - MENTOR - SIGNATURE STYLE - MASTER - NEMESIS - SWORN ENEMY - BENEFACOR - MARK - ECCENTRICITY

BACKGROUND FEATURE

PARENTS

BIRTHPLACE

SIBLINGS

FAMILY / CHILDHOOD

I BECAME A _____ BECAUSE...

(BACKGROUND)

I BECAME A _____ BECAUSE...

(CLASS)

RENOWN

FACTION - ORGANIZATION - GUILD

BELIEFS

LIFE EVENTS

LINGERING INJURIES

MADNESS

BLESSINGS - CHARMS

MARKS OF PRESTIGE (LETTERS - LAND - STRONGHOLD - FAVORS)

PARTY MEMBERS

FOLLOWERS - HIRELINGS - ALLIES

VILLAINS / ENEMIES