



ABILITIES

STRENGTH SAVING THROWS Athletics Weight Carried Max. Carry Weight Push, Drag, Lift

DEXTERITY SAVING THROWS Acrobatics Sleight of Hand Stealth

CONSTITUTION SAVING THROWS Hold Breath Suffocating

INTELLIGENCE SAVING THROWS Arcana History Investigation Nature Religion

WISDOM SAVING THROWS Animal Handling Insight Medicine Perception Survival

CHARISMA SAVING THROWS Deception Intimidation Performance Persuasion

PROFICIENCIES

PROFICIENCY BONUS

WEAPONS

ARMOR

TOOLS LANGUAGES Common

ABILITY FEATURES

PASSIVE PERCEPTION INSPIRATION

PASSIVE INVESTIGATION HERO POINTS REMAINING

ACTIVE FEATURES

Table with columns: NAME, USAGE, DURATION, RECOVERY, USES, USED

EQUIPMENT WORN

HEAD HEADBAND, HAT, HELMET, OR PHYLACTERY

HANDS GLOVES OR GAUNTLETS

EYES EYE LENSES OR GOGGLES

ARMS / WRISTS BRACERS OR BRACELETS

NECK AMULET, BROOCH, MEDALLION, PERIAPT, OR SCARAB

BODY ROBE OR SUIT OF ARMOR

SHOULDERS CLOAK, CAPE OR MANTLE

TORSO VEST, VESTMENT, OR SHIRT

RINGS RIGHT HAND

WAIST BELT OR GIRDLE

RINGS LEFT HAND

FEET BOOTS, SHOES, OR SLIPPERS

HEALTH & ARMOR

ARMOR CLASS HIT POINTS CURRENT HIT POINTS HIT DICE TOTAL USED DEATH SAVES DC 10

Table with columns: ARMOR, ARMOR TYPE, DEX MOD, STRENGTH, STEALTH

Table with columns: SHIELD, ARMOR, PROPERTIES

Table with columns: OTHER, ARMOR, PROPERTIES

Table with columns: DAMAGE RESISTANCE (Half Damage), DAMAGE REDUCTION

CONDITIONS

EXHAUSTION LEVEL

ACTIONS

VISION & SENSES ACTION BONUS ACTION

INITIATIVE SPEED

AS 1 ATTACK REACTION

ATTACKS PER ACTION

Table for ATTACK 1: BONUS, DAMAGE, TYPE, RANGE, PROPERTIES, AMMUNITION

Table for ATTACK 2: BONUS, DAMAGE, TYPE, RANGE, PROPERTIES, AMMUNITION

Table for ATTACK 3: BONUS, DAMAGE, TYPE, RANGE, PROPERTIES, AMMUNITION

Table for ATTACK 4: BONUS, DAMAGE, TYPE, RANGE, PROPERTIES, AMMUNITION

Table for ATTACK 5: BONUS, DAMAGE, TYPE, RANGE, PROPERTIES, AMMUNITION

Table for ATTACK 6: BONUS, DAMAGE, TYPE, RANGE, PROPERTIES, AMMUNITION



TO CHANGE THIS IMAGE
SELECT IT, GO TO THE
FORMAT MENU AND
CHOOSE CHANGE PICTURE

HONOR

SANITY

IDEAL

BOND

FLAW

CHARACTER BACKSTORY

Lined area for character backstory text.

ALLIES & ORGANIZATIONS

FACTION

RANK

REOWN

Lined area for allies and organizations text.

ENEMIES

Lined area for enemies text.



A large area of the page is filled with horizontal lines, providing space for writing notes. The lines are evenly spaced and extend across the width of the page.