

CHARACTER NAME			Class & Lvl		Background		Align.	Player Name					
					Race		to Next Lvl	Experience Points					
STRENGTH					CLASS FEATURE								
Modifier		<input type="checkbox"/> SAVING THROW	PROF.	Save DC	ABILITY		PHYSICAL DESCRIPTION						
		<input type="checkbox"/> Athletics	BONUS		<input type="checkbox"/> Magic	<input type="checkbox"/> Feature	AGE		HEIGHT				
STRENGTH	Push/Drag/Lift	<input type="checkbox"/> Tool <i>ABI</i>	ACTIVE CONDITIONS				APPARENT		WEIGHT				
							EYES		SKIN				
DEXTERITY, AC, & SPEED					PROFICIENCIES		HAIR						
Modifier		<input type="checkbox"/> SAVING THROW	Armor	Weapons			OTHER DETAILS						
		<input type="checkbox"/> Acrobatics	<input type="checkbox"/> Light	<input type="checkbox"/> Simple									
DEXTERITY		<input type="checkbox"/> Sleight of Hand	<input type="checkbox"/> Medium	<input type="checkbox"/> Martial			PERSONALITY TRAIT						
INIT.		<input type="checkbox"/> Stealth	<input type="checkbox"/> Heavy	<input type="checkbox"/> Other:									
SPEED	Dex	AC	<input type="checkbox"/> Shields					PERSONALITY TRAIT					
Armor	Shield <input type="checkbox"/>		RESISTANCES		IMMUNITIES								
CONSTITUTION, HP, & DEATH							FEAT(URE) / TRAIT						
Modifier		<input type="checkbox"/> SAVING THROW											
	TOTAL	MAX											
CONSTITUTION	HIT DICE						FEAT(URE) / TRAIT						
Current Hit Points	Temporary Hit Points												
Fail <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	Death Saves <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	Pass					IDEALS						
INTELLIGENCE, LANGUAGES, & TOOLS													
Modifier		<input type="checkbox"/> SAVING THROW					FEAT(URE) / TRAIT						
		<input type="checkbox"/> Arcana											
INTELLIGENCE		<input type="checkbox"/> History											
Languages		Score <input type="checkbox"/> Investigation					FEAT(URE) / TRAIT						
		<input type="checkbox"/> Nature											
		<input type="checkbox"/> Religion											
		<input type="checkbox"/> Tool <i>ABI</i>											
		<input type="checkbox"/> Tool <i>ABI</i>											
		<input type="checkbox"/> Tool <i>ABI</i>					FEAT(URE) / TRAIT						
WISDOM & INSPIRATION													
Modifier		<input type="checkbox"/> SAVING THROW					WEAPONS/ATTACKS						
		<input type="checkbox"/> Animal Handling					AMMO	ATTACK	ABILITY	BONUS	RANGE	DAMAGE	TYPE
WISDOM		<input type="checkbox"/> Insight					□□□□□						
		<input type="checkbox"/> Medicine					□□□□□						
INSPIRATION		Score <input type="checkbox"/> Perception					AMMO	ATTACK	ABILITY	BONUS	RANGE	DAMAGE	TYPE
		<input type="checkbox"/> Survival					□□□□□						
		<input type="checkbox"/> Tool <i>ABI</i>					□□□□□						
CHARISMA & REPUTATION							AMMO	ATTACK	ABILITY	BONUS	RANGE	DAMAGE	TYPE
Modifier		<input type="checkbox"/> SAVING THROW					□□□□□						
		<input type="checkbox"/> Deception					□□□□□						
CHARISMA		<input type="checkbox"/> Intimidation					□□□□□						
		<input type="checkbox"/> Performance					AMMO	ATTACK	ABILITY	BONUS	RANGE	DAMAGE	TYPE
		<input type="checkbox"/> Persuasion					□□□□□						
SPECIAL		<input type="checkbox"/> Tool <i>ABI</i>					□□□□□						
Organization		Rep					AMMO	ATTACK	ABILITY	BONUS	RANGE	DAMAGE	TYPE
Organization		Rep					□□□□□						
Organization		Rep					□□□□□						

FEAT(URE) / TRAIT					ADDITIONAL DESCRIPTION			OTHER HOLDINGS		
					Religion/Faith					
					Deity/Patron					
					Home					
					Family					
FEAT(URE) / TRAIT										
								ORGANIZATION		Renown
FEAT(URE) / TRAIT					Appearance			Details		
								ORGANIZATION		Renown
FEAT(URE) / TRAIT								Details		
								ORGANIZATION		Renown
FEAT(URE) / TRAIT								Details		
					Other Notes			ORGANIZATION		Renown
FEAT(URE) / TRAIT								Details		
								ORGANIZATION		Renown
					LIFESTYLE					
MONEY & VALUABLES					Price			Details		
CP	SP		EP	GP	MAGIC ITEM			Attuned <input type="checkbox"/>	MAGIC ITEM	Attuned <input type="checkbox"/>
PP	GEMS									
OTHER										
CAP/ENCUMBRANCE					EQUIPMENT			MAGIC ITEM		Attuned <input type="checkbox"/>
								MAGIC ITEM	Attuned <input type="checkbox"/>	
								MAGIC ITEM	Attuned <input type="checkbox"/>	
								MAGIC ITEM	Attuned <input type="checkbox"/>	
								MAGIC ITEM	Attuned <input type="checkbox"/>	
Lb	#	ITEM			Lb	#	ITEM			