RPG CREATOR RPGCREATOR.NET

Character Name

Class & Level | Background

Race | Alignment

Experience Points | XP Next Level | Player's Name

STRENGTH
- ○ ___ Saving Throw
- ○ ◇ ___ Athletics

DEXTERITY
- ○ ___ Saving Throw
- ○ ◇ ___ Acrobatics
- ○ ◇ ___ Sleight of Hand
- ○ ◇ ___ Stealth ✧

CONSTITUTION
- ○ ___ Saving Throw

INTELLIGENCE
- ○ ___ Saving Throw
- ○ ◇ ___ Arcana
- ○ ◇ ___ History
- ○ ◇ ___ Investigation
- ○ ◇ ___ Nature
- ○ ◇ ___ Religion

WISDOM
- ○ ___ Saving Throw
- ○ ◇ ___ Animal Handling
- ○ ◇ ___ Insight
- ○ ◇ ___ Medicine
- ○ ◇ ___ Perception
- ○ ◇ ___ Survival

CHARISMA
- ○ ___ Saving Throw
- ○ ◇ ___ Deception
- ○ ◇ ___ Intimidation
- ○ ◇ ___ Performance
- ○ ◇ ___ Persuasion

● Proficient | ◆ Expertise | ✧ Armor penalty

_____ Passive Wisdom (Perception)

_____ Inspiration

VISION

SPEED

BASE | HOUR | DAY

special movement

SENSES & MOVEMENT

_____ Proficiency Bonus

_____ Initiative

_____ Armor Class

ARMOR, SHIELD, PROTECTIONS

ADVANTAGES, RESISTANCES, IMMUNITIES

Weapon	Attack	Damage/Type	Range	Weight

WEAPONS & AMMUNITIONS

Hit Points Maximum _____

CURRENT HIT POINTS

TEMPORARY HIT POINTS

Hit Dice Maximum _____

☐☐☐☐☐ ☐☐☐☐☐

☐☐☐☐☐ ☐☐☐☐☐

HIT DICE SPENT

Successes ○ ○ ○ Failed ○ ○ ○

DEATH SAVES

▷ _____ ☐☐☐☐☐

▷ _____ ☐☐☐☐☐

▷ _____ ☐☐☐☐☐

▷ _____ ☐☐☐☐☐

▷ _____ ☐☐☐☐☐

▷ _____ ☐☐☐☐☐

▷ _____ ☐☐☐☐☐

▷ _____ ☐☐☐☐☐

▷ _____ ☐☐☐☐☐

▷ Refresh after short/long rest | ▶ Refresh after long rest | ☐ Use

COMBAT FEATURES

Feats, abilities, and other features for quick reference in combat

Armor: ☐ Light | ☐ Medium | ☐ Heavy
☐ **Shields** || **Weapons:** ☐ Simple | ☐ Martial

PROFICIENCIES

LANGUAGES

RACE & CLASS FEATURES

FEATS

Character creation date

Place and date of birth

Deity and Domain

Age	Gender
Height	Weight
Size	Hair
Eyes	Skin

Appearance

Personality traits

Ideals

Bonds

Flaws

Friends and allies

Enemies

Background/other

CHARACTER DATA

NOTES

CHARACTER PORTRAIT

CHARACTER PORTRAIT

EQUIPMENT

Item	D	B	P	
Total Weight				

Total weight on Character ____________

D – Donned
B – Backpack (max ________ lb.)
P – Belt Pouch (n. ______; max ________ lb.)
______ – ____________________ (n. ______; max ________ lb.)

EQUIPMENT

COINS

Platinum piece (pp)
Gold piece (gp)
Electrum piece (ep)
Silver piece (sp)
Copper piece (cp)

1pp=10gp | 1gp=2ep | 1ep=5sp | 1sp=10cp || Weight: 50 pieces =1 lb.

COINS

GEMS AND JEWELERY

GEMS AND JEWELERY

VALUABLES

Where	How much	When

Loaned, deposited or received values or goods

VALUABLES

MOUNT

MOUNT

CARRYING CAPACITY

Each size category above Medium x2, Tiny creatures ½

ENCUMBERED	HEAVILY ENCUMB.	MAX CARRYING	PUSH, DRAG, LIFT
Strength x5 lb.	Strength x10 lb.	Strength x15 lb.	Strength x30 lb.
Speed −10 ft.	Spd. −20ft. | Disadvantage on Str, Dex, Con checks, ST, attacks		

CARRYING CAPACITY

SPELL SAVE DC

N° PREPARED SPELLS

SPELL SLOTS

1ST LEVEL	2ND LEVEL	3RD LEVEL	4TH LEVEL	5TH LEVEL	6TH LEVEL	7TH LEVEL	8TH LEVEL	9TH LEVEL
○	○	○	○	○	○	○	○	○

USED SLOTS

1ST LEVEL	2ND LEVEL	3RD LEVEL	4TH LEVEL	5TH LEVEL	6TH LEVEL	7TH LEVEL	8TH LEVEL	9TH LEVEL
□□ □□	□□ □	□□ □	□□ □	□□ □	□□	□□	□□	□

SORCERY POINTS

POINTS USED

Spellcasting Ability _____

1ST LEVEL

2ND LEVEL

3RD LEVEL

4TH LEVEL

5TH LEVEL

6TH LEVEL

7TH LEVEL

8TH LEVEL

9TH LEVEL

CANTRIPS