



ARMOR		ARMOR CLASS (AC) Calculations						
<input type="radio"/> NO ARMOR	DEX	+	10	MAGIC	+	MISC.	=	AC
<input type="radio"/> LIGHT ARMOR	DEX	+		MAGIC	+	MISC.	=	AC
<input type="radio"/> MEDIUM ARMOR	DEX	+		MAGIC	+	MISC.	=	AC
	+2 MAX							
<input type="radio"/> HEAVY ARMOR				MAGIC	+	MISC.	=	AC
<input type="radio"/> SHIELD (add to AC)	SHIELD	+		MAGIC	+	MISC.	=	+AC

CHARACTER NAME

Height		Weight	
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Eyes		Hair	
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Skin		Handedness	
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Physical Description



### CHARACTER SKETCH

### Protective Items

AC Bonus	Weight
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### Other Equipment

## Languages

## Race

### Ability Adj.

## Traits

## Proficiencies

## Racial Lang's

## Background

## Proficiencies

## Equipment

## Bkgnd Lang's

## Personality

## Ideals

## Bonds

## Flaws

## Feature

**Magic Item:**

☐ **Attuned**

**Magic Item:**

☐ **Attuned**

**CARRYING CAPACITY** x2

**PUSH, DRAG,  
or LIFT**

TOTAL WEIGHT  
CARRIED

## Lifestyle

Expenses/Day
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## Treasure

CP \_\_\_\_\_ SP \_\_\_\_\_ EP \_\_\_\_\_ GP \_\_\_\_\_ PP \_\_\_\_\_

**Magic Item:**

☐ **Attuned**

**Magic Item:**

☐ **Attuned**

# Character Background and Notes Overflow

CHARACTER NAME

#

**ROGUE**

**Level:**  **Archetype:**  #

CHARACTER NAME

CHARACTER NAME \_\_\_\_\_

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## ARCANE TRICKSTER

1st	2nd	3rd	4th
○ ○ ○ ○	○ ○ ○	○ ○ ○	○

Cantrip	Page	Cantrip	Page	Cantrip	Page	Cantrip	Page

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