

CHARACTER NAME

RACE

BACKGROUND

ALIGNMENT

EXPERIENCE POINTS

PROFICIENCY

PASSIVE PERCEPTION

INSPIRATION

PASSIVE INSIGHT

STRENGTH

SAVING THROWS

ATHLETICS

DEXTERITY

SAVING THROWS

ACROBATICS

SLEIGHT OF HAND

STEALTH

CONSTITUTION

SAVING THROWS

INTELLIGENCE

SAVING THROWS

ARCANA

HISTORY

INVESTIGATION

NATURE

RELIGION

WISDOM

SAVING THROWS

ANIMAL HANDLING

INSIGHT

MEDICINE

PERCEPTION

SURVIVAL

CHARISMA

SAVING THROWS

DECEPTION

INTIMIDATION

PERFORMANCE

PERSUASION

AC

INITIATIVE

SPEED

Hit Point Maximum

Temporary Hit Points

HIT DICE

Used

Total

d6

DEATH SAVED

SUCCESSSES

FAILURES

NAME

ATK BONUS

DAMAGE/TYPE

SPELL ATTACK BONUS

SPELL SAVE DC

CANTRIPS KNOWN

SPELLS KNOWN

FAVOURITE SPELLS

NAME

RANGE

CASTING TIME

SAVE

1st

2nd

3rd

4th

5th

6th

7th

8th

9th

1

2

6

14

18

20

ARCANE RECOVERY

ARCANE TRADITION FEATURE

ARCANE TRADITION FEATURE

ARCANE TRADITION FEATURE

ARCANE TRADITION FEATURE

SPELL MASTERY

SIGNATURE SPELL

CANTRIPS & SPELLS PREPARED

RACIAL TRAITS

PROFICIENCIES

LANGUAGES

TOOLS & OTHER PROFICIENCIES



CHARACTER NAME

AGE

HEIGHT

WEIGHT

DISTINGUISHING MARKS

EYES

SKIN

HAIR

SCARS

CHARACTER APPEARANCE

PERSONALITY TRAITS

IDEALS

BONDS

FLAWS

BACKGROUND

ALLIES

ENEMIES

ADDITIONAL FEATURES & TRAITS

EQUIPMENT

Attuned

HEAD

AMULET

CLOAK

ARMOUR

HANDS/ARMS

RING

RING

BELT

BOOTS

CP

SP

EP

GP

PP

MAGIC ITEMS

Attuned

Name

Attuned

Name

Attuned

Name

Attuned

Name

Attuned

Name

BACKPACK/STORAGE