

CLASS & LEVEL

ALIGNMENT

RACE



CHARACTER NAME

BACKGROUND

PLAYER NAME

EXPERIENCE POINTS

STRENGTH

DEXTERITY

CONSTITUTION

INTELLIGENCE

WISDOM

CHARISMA

INSPIRATION

PROFICIENCY BONUS

☐ Strength
☐ Dexterity
☐ Constitution
☐ Intelligence
☐ Wisdom
☐ Charisma

SAVING THROWS
☐ Acrobatics (Dex)
☐ Animal Handling (Wis)
☐ Arcana (Int)
☐ Athletics (Str)
☐ Deception (Cha)
☐ History (Int)
☐ Insight (Wis)
☐ Intimidation (Cha)
☐ Investigation (Int)
☐ Medicine (Wis)
☐ Nature (Int)
☐ Perception (Wis)
☐ Performance (Cha)
☐ Persuasion (Cha)
☐ Religion (Int)
☐ Sleight of Hand (Dex)
☐ Stealth (Dex)
☐ Survival (Wis)

SKILLS

PASSIVE WISDOM (PERCEPTION)

ARMOR CLASS

INITIATIVE


SPEED


HIT POINT MAX

CURRENT HIT POINTS

TEMPORARY HIT POINTS

TOTAL


 SUCCESSES


 FAILURES

HIT DICE

NAME	ATK BONUS	DAMAGE/TYPE

DEATH SAVED

ATTACKS & SPELLCASTING

CP

SP

EP

GP

PP

EQUIPMENT

OTHER PROFICIENCIES & LANGUAGES

FEATURES & TRAITS

PERSONALITY TRAITS

IDEALS

BONDS

FLAWS



CHARACTER NAME

AGE

HEIGHT

WEIGHT

EYES

SKIN

HAIR

FACTION

CHARACTER
APPEARANCE

ALLIES & ORGANIZATIONS

ADDITIONAL FEATURES & TRAITS

CHARACTER BACKSTORY

TREASURE



SPELLCASTING
ABILITY

SPELL SAVE DC

SPELL ATTACK
BONUS

0

CANTRIPS

3

6

SPELL
LEVEL

SLOTS TOTAL

SLOTS EXPENDED



SPELL NAME

PREPARED

SPELLS KNOWN

4

7

8

2

5

9



0

CANTRIPS

3

6

SPELL
LEVEL

SLOTS TOTAL

SLOTS EXPENDED

PREPARED

SPELL NAME

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SPELLS KNOWN



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CANTRIPS

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SPELLS KNOWN



SPELLCASTING
ABILITY

SPELL SAVE DC

SPELL ATTACK
BONUS

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CANTRIPS

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