

CHARACTER NAME

CLASS & LEVEL

BACKGROUND

PLAYER NAME

RACE

ALIGNMENT

EXPERIENCE POINTS

PROFICIENCY BONUS

INSPIRATION

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

PASSIVE WISDOM (PERCEPTION)

ARMOR CLASS

INITIATIVE

SPEED

HIT POINT MAXIMUM

CURRENT HIT POINTS

TEMPORARY HIT POINTS

Total

HIT DICE

SUCCESSSES

FAILURES

DEATH SAVES

PERSONALITY TRAITS

IDEALS

BONDS

FLAWS

NAME

ATK BONUS

DAMAGE/TYPE

ATTACKS & SPELLCASTING

FEATURES & TRAITS

OTHER PROFICIENCIES & LANGUAGES

EQUIPMENT & CHARACTER NOTES



AGE	HEIGHT	WEIGHT
EYES	SKIN	HAIR

CHARACTER NAME

CHARACTER APPEARANCE

NAME

SYMBOL

ALLIES & ORGANIZATIONS

TREASURE

CHARACTER BACKSTORY



SPELLCASTING
CLASS

SPELLCASTING
ABILITY

SPELL SAVE DC

SPELL ATTACK
BONUS

0

CANTRIPS

3

6

SPELL
LEVEL

SLOTS TOTAL

SLOTS EXPENDED

1

PREPARED

SPELL NAME

4

7

5

8

9

SPELLS KNOWN



SPELLCASTING
CLASS

SPELLCASTING
ABILITY

SPELL SAVE DC

SPELL ATTACK
BONUS

0

CANTRIPS

3

6

SPELL
LEVEL

SLOTS TOTAL

SLOTS EXPENDED

1

PREPARED

SPELL NAME

4

7

8

2

5

9

SPELLS KNOWN



SPELLCASTING
CLASS

SPELLCASTING
ABILITY

SPELL SAVE DC

SPELL ATTACK
BONUS

0

CANTRIPS

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