

CLASS & LEVEL

ALIGNMENT

RACE



CHARACTER NAME

BACKGROUND

PLAYER NAME

EXPERIENCE POINTS

STRENGTH

DEXTERITY

CONSTITUTION

INTELLIGENCE

WISDOM

CHARISMA

INSPIRATION

PROFICIENCY BONUS

SAVING THROWS

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

SKILLS

☐ 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)

PASSIVE WISDOM (PERCEPTION)

OTHER PROFICIENCIES & LANGUAGES

ARMOR CLASS

INITIATIVE

SPEED

HIT POINT MAX

CURRENT HIT POINTS

TEMPORARY HIT POINTS

HIT DICE

TOTAL

DEATH SAVES

SUCCESSSES

FAILURES

PERSONALITY TRAITS

IDEALS

BONDS

FLAWS

ATTACKS & SPELLCASTING

NAME	ATK BONUS	DAMAGE/TYPE

EQUIPMENT

CP	SP	EP	GP	PP

FEATURES & TRAITS



CHARACTER NAME

AGE

HEIGHT

WEIGHT

EYES

SKIN

HAIR

FACTION

CHARACTER  
APPEARANCE

ALLIES & ORGANIZATIONS

ADDITIONAL FEATURES & TRAITS

CHARACTER BACKSTORY

TREASURE



SPELLCASTING CLASS

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

