

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

SUCCESSES

FAILURES

DEATH SAVED

PERSONALITY TRAITS

IDEALS

BONDS

FLAWS

NAME

ATK BONUS DAMAGE/TYPE

ATTACKS & SPELLCASTING

EQUIPMENT & CHARACTER NOTES

OTHER PROFICIENCIES & LANGUAGES

CP

SP

EP

GP

PP

TREASURE



CHARACTER NAME

AGE

HEIGHT

WEIGHT

EYES

SKIN

HAIR

CHARACTER APPEARANCE


NAME

SYMBOL

ALLIES & ORGANIZATIONS

TREASURE

CHARACTER BACKSTORY



SPELLCASTING CLASS

SPELLCASTING ABILITY

SPELLS AVE DC

SPELL ATTACK BONUS

0

CANTRIPS

SPELL LEVEL

SLOTS TOTAL

SLOTS EXPENDED

1

PREPARED

SPELL NAME

2

3

4


5

6

7

8

9



SPELLCASTING CLASS

SPELLCASTING ABILITY

SPELLSAVEDC

SPELL ATTACK BONUS

0

CANTRIPS

SPELL LEVEL

SLOTS TOTAL

SLOTS EXPENDED

1

PREPARED

SPELL NAME

2

3

4


5

6

7

8

9



SPELLCASTING CLASS

SPELLCASTING ABILITY

SPELLSAVEDC

SPELL ATTACK BONUS

0

CANTRIPS

SPELL LEVEL

SLOTS TOTAL

SLOTS EXPENDED

1

PREPARED

SPELL NAME

2

3

4


5

6

7

8

9



SPELLCASTING CLASS

SPELLCASTING ABILITY

SPELLSAVEDC

SPELL ATTACK BONUS

0

CANTRIPS

SPELL LEVEL

SLOTS TOTAL

SLOTS EXPENDED

1

PREPARED

SPELL NAME

2

3

4


5

6

7

8

9



SPELLCASTING CLASS

SPELLCASTING ABILITY

SPELLSAVEDC

SPELL ATTACK BONUS

0

CANTRIPS

SPELL LEVEL

SLOTS TOTAL

SLOTS EXPENDED

1

PREPARED

SPELL NAME

2

3

4

5

6

7

8

9

