

CHARACTER

RACE

BACKGROUND

CLASSES &

LEVELS

PLAYER

CAMPAIGN

ALIGNMENT

PATRON / GOD

APPEARANCE

LEVEL

AGE

SIZE

HEIGHT

WEIGHT

SCOREMODIFIER

SAVING THROW

HIT POINTS

HIT DICEUSED

STRENGTH

DEXTERITY

CONSTITUTION

INTELLIGENCE

WISDOM

CHARISMA

ARMOR

CLASS

DAMAGE REDUCTION

ARMOR WORN

SHIELD CARRIED

ABILITY MODIFIERS

OTHER ITEMS & FEATS

DEFENSES

ARMOR TYPEAC MODIFIER

RESISTANCES, IMMUNITIES & OTHER SPECIAL DEFENSESSAVE BONUS

MAXIMUM

TEMPORARY

SUCCESSFUL DEATH SAVES

FAILED DEATH SAVES

SKILLS & PROFICIENCIES

MODIFIER

PROFICIENCY BONUS

JACK OF ALL TRADES

REMARKABLE ATHLETE

PASSIVE PERCEPTION

OBSERVANT (FEAT)

ACROBATICS

ANIMAL HANDLING

ARCANA

ATHLETICS

DECEPTION

HISTORY

INSIGHT

INTIMIDATION

INVESTIGATION

MEDICINE

NATURE

PERCEPTION

PERFORMANCE

PERSUASION

RELIGION

SLEIGHT OF HAND

STEALTH

SURVIVAL

INITIATIVE

SPEED

EXTRA ATTACKS

SPECIAL POWER

USES / POINTS

INSPIRATION

WEAPON / ATTACK

ATTACK

DAMAGE / EFFECT

DAMAGE TYPE

CRITICAL / SAVE

RANGE

FEATURES, FEATS & NOTES

LIGHTMEDIUMHEAVYSHIELDS

ARMOR

SIMPLEMARTIAL

WEAPONS

OTHER PROFICIENCIES & LANGUAGES

SPELL SLOTS	LVL 1	LVL 2	LVL 3	LVL 4	LVL 5	LVL 6	LVL 7	LVL 8	LVL 9	SPELLCASTING ABILITY	SPELL DC	SPELL ATTACK	EXPERIENCE POINTS
SPELLS CAST	LVL 1	LVL 2	LVL 3	LVL 4	LVL 5	LVL 6	LVL 7	LVL 8	LVL 9	SPELLS PREPARED	SPELL RECOVERY	SORCERY POINTS	
													TOTAL
													NEXT

[illegible]

COMPANION / ALTERNATE FORM	NOTES	SPEED	ARMOR CLASS	HIT POINTS	ATTACK	DAMAGE / EFFECT

[illegible]

LAYOUT:

[illegible]