



EXPERIENCE POINTS

CHARISMA

CHARISMA

- ☐ ___ 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

[illegible]

DEATH SAVES

PERSONALITY TRAITS

IDEALS

BONDS

FLAWS

FLAWS

OTHER PROFICIENCIES & LANGUAGES

OTHER PROFICIENCIES & LANGUAGES

CF

SF

EP

GF


PE

EQUIPMENT

EQUIPMENT

[illegible]

FEATURES & TRAITS



CHARACTER NAME

AGE	HEIGHT	WEIGHT
EYES	SKIN	HAIR

CHARACTER APPEARANCE

NAME

SYMBOL

ALLIES & ORGANIZATIONS

CHARACTER BACKSTORY

ADDITIONAL FEATURES & TRAITS

TREASURE



SPELLCASTING
CLASS

SPELLCASTING
ABILITY

SPELL SAVE DC

SPELL ATTACK
BONUS

0

CANTRIPS

SPELL
LEVEL

1

SLOTS TOTAL

SLOTS EXPENDED

PREPARED

SPELL NAME

2

3

4

5

6

7

8

9

SPELLS KNOWN