

CLASS & LEVEL

ALIGNMENT

RACE



CHARACTER NAME

BACKGROUND

PLAYER NAME

EXPERIENCE POINTS

STRENGTH

DEXTERITY

CONSTITUTION

INTELLIGENCE

WISDOM

CHARISMA

INSPIRATION

PROFICIENCY BONUS

ARMOR CLASS

INITIATIVE

SPEED

HIT POINT MAX

CURRENT HIT POINTS

TEMPORARY HIT POINTS

TOTAL

HIT DICE

SUCCESSES

FAILURES

DEATH SAVES

SAVING THROWS

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

NAME

ATK BONUS

DAMAGE/TYPE

ATTACKS & SPELLCASTING

CP

SP

EP

GP

PP

EQUIPMENT

OTHER PROFICIENCIES & LANGUAGES

FEATURES & TRAITS

PERSONALITY TRAITS

IDEALS

BONDS

FLAWS

PASSIVE WISDOM (PERCEPTION)

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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

1

4

7

PREPARED

SPELL NAME

5

8

2

5

9

SPELLS KNOWN



## SPELLCASTING CLASS

SPELLCASTING  
ABILITY

SPELL SAVE DC

SPELL ATTACK  
BONUS

0

CANTRIPS

3

6

SPELL  
LEVEL

SLOTS TOTAL

SLOTS EXPENDED

1

4

7

PREPARED

SPELL NAME

5

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SPELLS KNOWN



## SPELLCASTING CLASS

SPELLCASTING  
ABILITY

SPELL SAVE DC

SPELL ATTACK  
BONUS

0

CANTRIPS

3

6

SPELL  
LEVEL

SLOTS TOTAL

SLOTS EXPENDED

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SPELL NAME

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SPELLS KNOWN