

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

SUCCESSSES

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

PASSIVE WISDOM (PERCEPTION)

OTHER PROFICIENCIES & LANGUAGES

PERSONALITY TRAITS

IDEALS

BONDS

FLAWS

NAME

ATK BONUS

DAMAGE/TYPE

ATTACKS & SPELLCASTING

CP

SP

EP

GP

PP

EQUIPMENT

FEATURES & TRAITS



CHARACTER NAME

AGE

HEIGHT

WEIGHT

EYES

SKIN

HAIR

FACTION

CHARACTER
APPEARANCE

ALLIES & ORGANIZATIONS

ADDITIONAL FEATURES & TRAITS

CHARACTER BACKSTORY

TREASURE



SPELLCASTING
ABILITY

SPELL SAVE DC

SPELL ATTACK
BONUS

0

CANTRIPS

3

6

SPELL
LEVEL

SLOTS TOTAL

SLOTS EXPENDED

1

PREPARED

SPELL NAME

4

7

4

8

2

5

9

SPELLS KNOWN



SPELLCASTING
ABILITY

SPELL SAVE DC

SPELL ATTACK
BONUS

0

CANTRIPS

3

6

SPELL
LEVEL

SLOTS TOTAL

SLOTS EXPENDED

1

PREPARED

SPELL NAME

4

7

4

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

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PREPARED

SPELL NAME

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SPELLS KNOWN



SPELLCASTING
ABILITY

SPELL SAVE DC

SPELL ATTACK
BONUS

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CANTRIPS

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SPELL
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SPELLS KNOWN