



CLASS & LEVEL

BACKGROUND

RACE

ALIGNMENT

EXPERIENCE POINTS

CHARACTER NAME

PROFICIENCY BONUS

INITIATIVE

PASSIVE PERCEPTION

ARMOR CLASS

SPEED

SPELL SAVE DC

SPELL ATTACK

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

CURRENT HIT POINTS

MAX HIT POINTS

TEMP HIT POINTS

RESOURCES, AMMO, & CHARGES

C

S

G

INVENTORY

WEAPON / SPELL	RANGE	
TYPE	ATK BONUS	DAMAGE

WEAPON / SPELL	RANGE	
TYPE	ATK BONUS	DAMAGE

WEAPON / SPELL	RANGE	
TYPE	ATK BONUS	DAMAGE

WEAPON / SPELL	RANGE	
TYPE	ATK BONUS	DAMAGE

WEAPON / SPELL	RANGE	
TYPE	ATK BONUS	DAMAGE

ATTACKS

Total

HIT DICE

SUCCESSSES

FAILURES

DEATH SAVES

OTHER PROFICIENCIES & LANGUAGES

FEATURES & TRAITS

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

8

2

5

9

SPELLS KNOWN