

CHARACTER NAME

BACKGROUND

CLASS

SPECIES

SUBCLASS

AGE

HEIGHT

WEIGHT

LEVEL

XP

EYES

HAIR

SKIN

PROFICIENCY BONUS**HEROIC INSPIRATION****INITIATIVE****ARMOR CLASS****SPEED****CLASS FEATURES****STRENGTH****SAVING THROWS****DEXTERITY****DEATH SAVES**

SHIELD

DEATH SAVES

FAILURES

HIT POINTS**HIT DICE**

TEMP

SPENT

CURRENT

MAX

MAX

WEAPON & SPELL ATTACKS

Name Atk Bonus/DC Damage & Type

Notes

CONSTITUTION**INTELLIGENCE****WISDOM****CHARISMA****SKILLS**

- 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)

ADDITIONAL NOTES**SPELLCASTING****BARDIC INSPIRATION**

DIE

SPELL SAVE DC

USES

SPELL ATTACK BONUS

SPENT

SPELL SLOTS

1 ST	2 ND	3 RD	4 TH	5 TH	6 TH	7 TH	8 TH	9 TH
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EXPENDED

EQUIPMENT TRAINING & PROFICIENCIESARMOR TRAINING Light Medium Heavy Shields

WEAPONS

TOOLS

APPEARANCE

Description

BACKSTORY & PERSONALITY**LANGUAGES**

Alignment

EQUIPMENT

Magic Item Attunement

**NOTES****COINS**

CP	SP	EP	GP	PP
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APPEARANCE

Description

BACKSTORY & PERSONALITY**EQUIPMENT**

Magic Item Attunement

**LANGUAGES**

Alignment

COINS

CP	SP	EP	GP	PP
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COMPANION NAME

SIZE

TYPE

NOTES**HIT POINTS****HIT DICE**

TEMP

AC

INITIATIVE

CURRENT

MAX

SPENT
MAX

SPENT

MAX

SPEED**STR**

SCORE MOD SAVE

INT

SCORE MOD SAVE

SENSES**DEX****WIS****CON****CHA****TRAITS****ATTACKS**

Name

Atk Bonus/DC Damage & Type

Notes

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LANGUAGES

COINS

The diagram consists of five rectangular boxes arranged horizontally. Above each box is a small triangle pointing upwards, and below each box is a small triangle pointing downwards. The boxes are labeled as follows:

- CP
- SP
- EP
- GP
- PP

CANTRIPS & PREPARED SPELLS

KNOWN SPELLS