

CHARACTER NAME

BACKGROUND

CLASS

SPECIES

SUBCLASS

AGE

HEIGHT

WEIGHT

EYES

HAIR

SKIN

LEVEL

XP

PROFICIENCY BONUS**STRENGTH****DEXTERITY****CONSTITUTION****WISDOM****INTELLIGENCE****CHARISMA****HEROIC INSPIRATION****SAVING THROWS****SKILLS**

- Strength
 - Dexterity
 - Constitution
 - Intelligence
 - Wisdom
 - Charisma
- Acrobatics (Dex)
 - Animal Handling (Wis)
 - Arcana (Int)
 - Athletics
 - Deception (Cha)
 - History (Int)
 - Insight (Wis)
 - Intimidation
 - Investigation (Int)
 - Medicine (Wis)
 - Nature (Int)
 - Perception (Wis)
 - Performance (Cha)
 - Persuasion (Cha)
 - Religion (Int)
 - Sleight of Hand (Dex)
 - Stealth (Dex)
 - Survival (Wis)

INITIATIVE**DEATH SAVES****HIT POINTS****CURRENT****WEAPON & SPELL ATTACKS**

Name Atk Bonus/DC Damage & Type

Notes

SECOND WIND**USES****SPENT****ACTION SURGE****USES****SPENT****WEAPON MASTERS****EXTRA ATTACK****ADDITIONAL NOTES****EQUIPMENT TRAINING & PROFICIENCIES**ARMOR TRAINING Light Medium Heavy Shields

WEAPONS

TOOLS

CLASS FEATURES

CHARACTER NAME

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PROFICIENCY BONUS**STRENGTH****DEXTERITY****CONSTITUTION****WISDOM****INTELLIGENCE****CHARISMA****HEROIC INSPIRATION****SAVING THROWS****SKILLS**

- Strength
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 - Sleight of Hand (Dex)
 - Stealth (Dex)
 - Survival (Wis)

INITIATIVEDEATH SAVES
◆◆◆
SUCCESSES**ARMOR CLASS**

SHIELD

SPEEDDEATH SAVES
◆◆◆
FAILURES**HIT POINTS**

TEMP

CURRENT

HIT DICE

SPENT

MAX

CLASS FEATURES**WEAPON & SPELL ATTACKS**

Name Atk Bonus/DC Damage & Type

Notes

SECOND WIND

USES

SPENT

ACTION SURGE

USES

SPENT

EQUIPMENT TRAINING & PROFICIENCIES

ARMOR TRAINING ◆ Light ◆ Medium ◆ Heavy ◆ Shields

WEAPONS

TOOLS

WEAPON MASTERRIES**COMBAT SUPERIORITY**

DIE

USES

SPENT

EXTRA ATTACK

SAVE DC

KNOW THY ENEMY

CHARACTER NAME

BACKGROUND

CLASS

SPECIES

SUBCLASS

AGE

HEIGHT

WEIGHT

EYES

HAIR

SKIN

LEVEL

XP

PROFICIENCY BONUS

STRENGTH

DEXTERITY

CONSTITUTION

WISDOM

INTELLIGENCE

CHARISMA

HEROIC INSPIRATION

SAVING THROWS

SKILLS

- Strength
 - Dexterity
 - Constitution
 - Intelligence
 - Wisdom
 - Charisma
- Name _____ Atk Bonus/DC Damage & Type
Notes _____
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Notes _____

INITIATIVE

DEATH SAVES

SUCCESSES

ARMOR CLASS

SHIELD

HIT POINTS

CURRENT

TEMP

SPEED

DEATH SAVES

FAILURES

HIT DICE

SPENT

MAX

CLASS FEATURES

EQUIPMENT TRAINING & PROFICIENCIES

ARMOR TRAINING Light Medium Heavy Shields

WEAPONS

TOOLS

SECOND WIND

USES

SPENT

ACTION SURGE

USES

SPENT

WEAPON MASTERS

SPELL SLOTS

1ST 2ND 3RD 4TH



EXTRA ATTACK

SPELLCASTING

SPELL ATTACK BONUS

SPELL SAVE DC

CHARACTER NAME

BACKGROUND

CLASS

SPECIES

SUBCLASS



AGE

HEIGHT

WEIGHT

EYES

HAIR

SKIN

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

DEATH SAVES
◆◆◆
SUCCESSES

SHIELD

DEATH SAVES
◆◆◆
FAILURES

DEXTERITY**HIT POINTS****HIT DICE**

TEMP
CURRENT

SPENT
MAX

CONSTITUTION**SKILLS****WEAPON & SPELL ATTACKS**

Name Atk Bonus/DC Damage & Type

Notes _____

WISDOM

SECOND WIND ACTION SURGE

USES**USES****SPENT****SPENT****INTELLIGENCE****WEAPON MASTERS****PSIONIC ENERGY****DIE****USES****SPENT****CHARISMA****EXTRA ATTACK****ADDITIONAL NOTES****EQUIPMENT TRAINING & PROFICIENCIES**

ARMOR TRAINING ◆ Light ◆ Medium ◆ Heavy ◆ Shields

WEAPONS

TOOLS

APPEARANCE

Description

BACKSTORY & PERSONALITY**LANGUAGES**

Alignment

EQUIPMENT

Magic Item Attunement

**NOTES****COINS**

CP	SP	EP	GP	PP
<input type="text"/>				

APPEARANCE

Description

BACKSTORY & PERSONALITY

Alignment

EQUIPMENT

Magic Item Attunement



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