

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**

- ◊ — Strength
- ◊ — Dexterity
- ◊ — Constitution
- ◊ — Intelligence
- ◊ — Wisdom
- ◊ — Charisma

HIT POINTS**HIT DICE**

TEMP

SPENT

CURRENT

MAX

MAX

WEAPON & SPELL ATTACKS

Name Atk Bonus/DC Damage & Type

Notes

ADDITIONAL NOTES**CONSTITUTION****WISDOM****INTELLIGENCE****CHARISMA****PASSIVE PERCEPTION****SPELLCASTING****CANTRIPS KNOWN****SPELL SAVE DC****PREPARED SPELLS****SPELL ATTACK BONUS****SPELL SLOTS**

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

EXPENDED

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
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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

CURRENT

MAX

AC

INITIATIVE

SPENT

MAX

SPEED

STR

SCORE MOD SAVE

INT

SCORE MOD SAVE

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

Name

Atk Bonus/DC Damage & Type

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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