

CLASS & LEVEL

ALIGNMENT

RACE



CHARACTER NAME

BACKGROUND

PLAYER NAME

EXPERIENCE POINTS

STRENGTH

DEXTERITY

CONSTITUTION

INTELLIGENCE

WISDOM

CHARISMA

INSPIRATION

PROFICIENCY BONUS

SAVING THROWS

☐ Strength  
☐ Dexterity  
☐ 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)

PASSIVE WISDOM (PERCEPTION)

OTHER PROFICIENCIES & LANGUAGES

ARMOR CLASS

INITIATIVE

SPEED

HIT POINT MAX

CURRENT HIT POINTS

TEMPORARY HIT POINTS

HIT DICE

TOTAL

DEATH SAVES

SUCCESSES

FAILURES

ATTACKS & SPELLCASTING

NAME	ATK BONUS	DAMAGE/TYPE

EQUIPMENT

CP

SP

EP

GP

PP

PERSONALITY TRAITS

IDEALS

BONDS

FLAWS

FEATURES & TRAITS



CHARACTER NAME

AGE

HEIGHT

WEIGHT

EYES

SKIN

HAIR

FACTION

CHARACTER  
APPEARANCE

ALLIES & ORGANIZATIONS

ADDITIONAL FEATURES & TRAITS

CHARACTER BACKSTORY

TREASURE



## SPELLCASTING CLASS

SPELLCASTING  
ABILITY

SPELL SAVE DC

SPELL ATTACK  
BONUS

0

CANTRIPS

3

6

SPELL  
LEVEL

SLOTS TOTAL

SLOTS EXPENDED



SPELL NAME

PREPARED

SPELLS KNOWN

2

4

7

8

5

9



0

CANTRIPS

3

6

SPELL  
LEVEL

SLOTS TOTAL

SLOTS EXPENDED

PREPARED

SPELL NAME

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7

8

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SPELLS KNOWN



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CANTRIPS

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