

CHARACTER NAME

RACE

BACKGROUND

ALIGNMENT

EXPERIENCE POINTS

PROFICIENCY

PASSIVE PERCEPTION

INSPIRATION

PASSIVE INSIGHT

STRENGTH

DEXTERITY

CONSTITUTION

INTELLIGENCE

WISDOM

CHARISMA

SAVING THROWS

ATHLETICS

SAVING THROWS

ACROBATICS

SLEIGHT OF HAND

STEALTH

SAVING THROWS

SAVING THROWS

ARCANA

HISTORY

INVESTIGATION

NATURE

RELIGION

SAVING THROWS

ANIMAL HANDLING

INSIGHT

MEDICINE

PERCEPTION

SURVIVAL

SAVING THROWS

DECEPTION

INTIMIDATION

PERFORMANCE

PERSUASION

RACIAL TRAITS

PROFICIENCIES

LANGUAGES

TOOLS & OTHER PROFICIENCIES

AC

INITIATIVE

SPEED

Hit Point Maximum

Temporary Hit Points

HIT DICE

DEATH SAVED

NAME

ATK BONUS

DAMAGE/TYPE

SPELL ATTACK BONUS

SPELL SAVE DC

WILD SHAPE

BEAST SHAPES KNOWN

FAVOURITE SPELLS

SPELLS SLOTS

DRUID

DRUID CIRCLE

WILD SHAPE

DRUID CIRCLE FEATURE

DRUID CIRCLE FEATURE

DRUID CIRCLE FEATURE

DRUID CIRCLE FEATURE

DRUID CIRCLE FEATURE

TIMELESS BODY

BEAST SPELLS

ARCHDRUID

CANTRIPS & SPELLS PREPARED

LEVEL 2

LEVEL 2

LEVEL 6

LEVEL 10

LEVEL 14

LEVEL 18

LEVEL 18

LEVEL 20



CHARACTER NAME

AGE

HEIGHT

WEIGHT

DISTINGUISHING MARKS

EYES

SKIN

HAIR

SCARS

CHARACTER APPEARANCE

PERSONALITY TRAITS

IDEALS

BONDS

FLAWS

BACKGROUND

ALLIES

ENEMIES

ADDITIONAL FEATURES & TRAITS

EQUIPMENT

Attuned

HEAD

AMULET

CLOAK

ARMOUR

HANDS/ARMS

RING

RING

BELT

BOOTS

CP

SP

EP

GP

PP

MAGIC ITEMS

Attuned

Name

Attuned

Name

Attuned

Name

Attuned

Name

Attuned

Name

BACKPACK/STORAGE

SPELL  
ATTACK BONUS

SPELL  
SAVE DC

COMPONENT POUCH

SPELL SLOTS

1st	2nd	3rd	4th	5th	6th	7th	8th	9th
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☐ SPELLCASTING FOCUS

LEVEL

School

RANGE

CASTING TIME

SAVE

DURATION

COMPONENTS

CO

PREPARED

SPELL EFFECT

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LEVEL

School

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