

CHARACTER NAME

GENDER

BACKGROUND

PLAYER NAME

RACE

ALIGNMENT

EXPERIENCE POINTS

STRENGTH

DEXTERITY

CONSTITUTION

INTELLIGENCE

WISDOM

CHARISMA

TOTAL LEVELS

INSPIRATION

PROFICIENCY BONUS

- ☐ Strength
- ☐ Dexterity
- ☐ Constitution
- ☐ Intelligence
- ☐ Wisdom
- ☐ Charisma

SAVING THROWS

- ☐ 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)

SKILLS

MAIN CLASS

ARMOR CLASS

CARRY LIMIT

SPEED

MAX HP

INITIATIVE

PASSIVE WIS

CURRENT HP

TEMP HP

Total

HIT DICE

SUCCESSSES

FAILURES

DEATH SAVED

Type

Disadv.

Base AC

Dex Mod

Shield

AC Mod

ARMOR & SHIELDS

NOTES

Type

Proficient

Damage Die

+Attack

+Damage

MAIN WEAPON

Type

Proficient

Damage Die

+Attack

+Damage

SECONDARY WEAPON

NOTES

Type

Proficient

Damage Die

+Attack

+Damage

TERTIARY WEAPON

MULTI CLASS

PERSONALITY TRAITS

IDEALS

BONDS

FLAWS

OTHER PROFICIENCIES & LANGUAGES

CP

SP

EP

GP

PP

EQUIPMENT

FEATURES & TRAITS



CHARACTER NAME

AGE

HEIGHT

WEIGHT

EYES

SKIN

HAIR

CHARACTER APPEARANCE

ALLIES & ORGANIZATIONS

NAME

SYMBOL

ADDITIONAL FEATURES & TRAITS

CHARACTER BACKSTORY

TREASURE

SPELLCASTING CLASS

SPELLCASTING ABILITY

SPELL SAVE DC

SPELL ATTACK BONUS

0

CANTRIPS

SPELL LEVEL

SLOTS TOTAL

SLOTS EXPENDED

1

PREPARED

SPELL NAME

2

3

4

5

6

7

8

9

SPELL DESCRIPTIONS

Name

Type

Casting Time

Range

Components

Duration

Name

Type

Casting Time

Range

Components

Duration

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Type

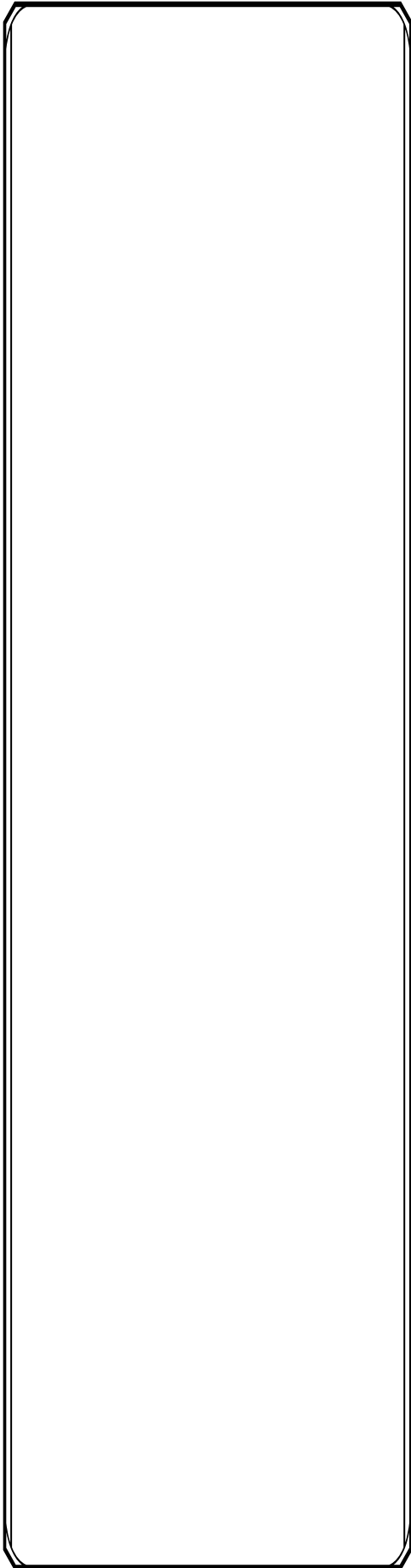
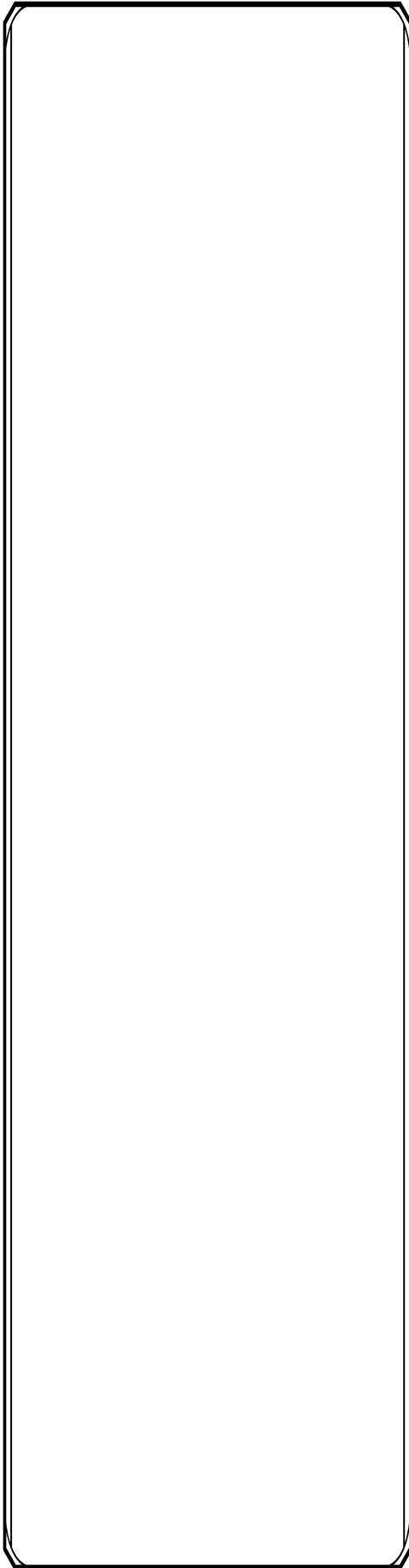
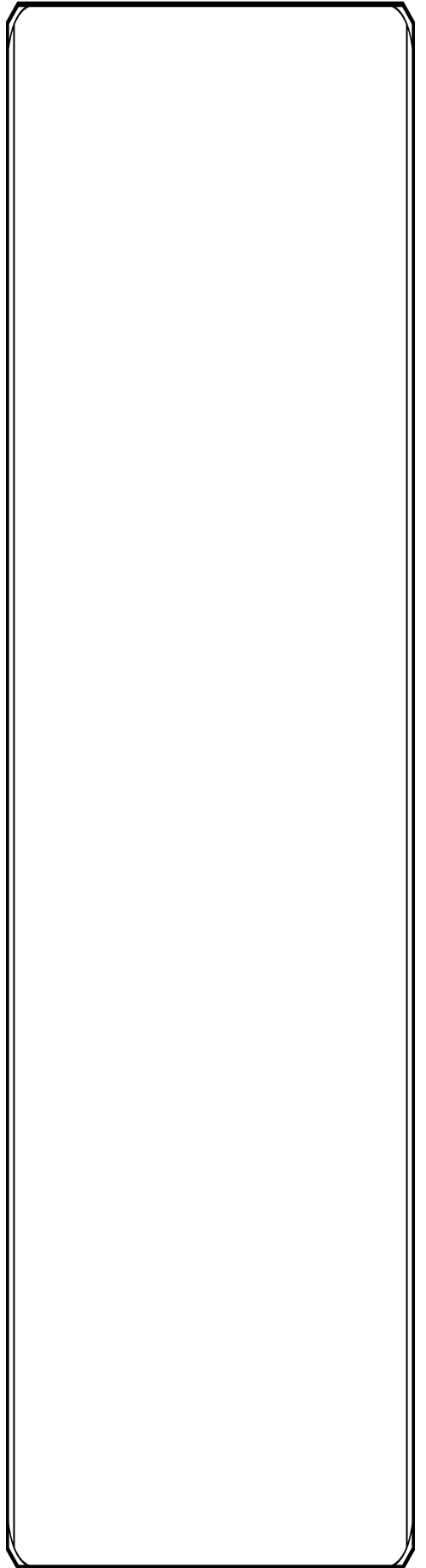
Casting Time

Range

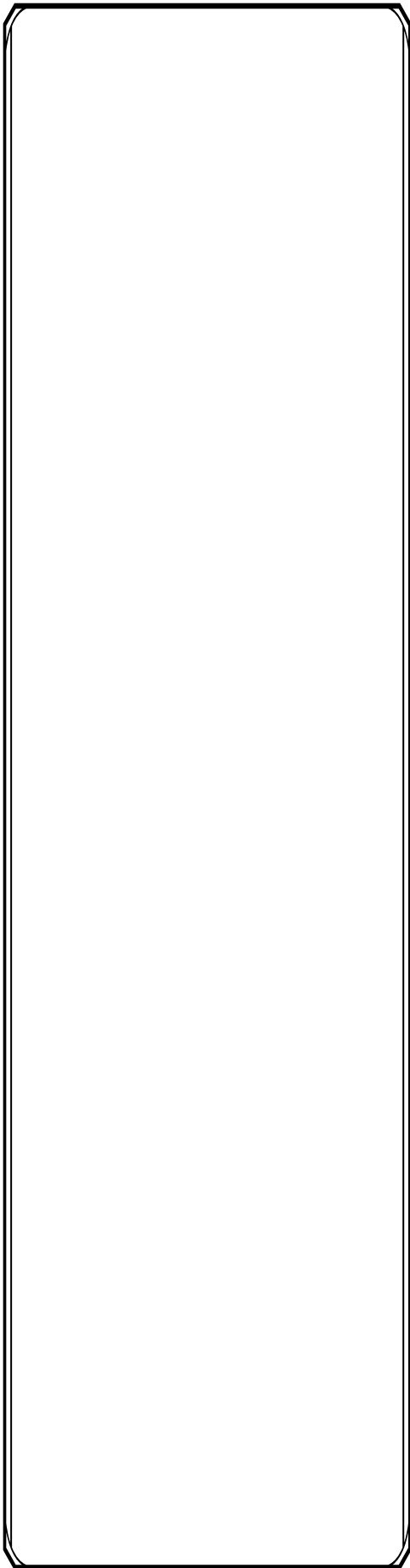
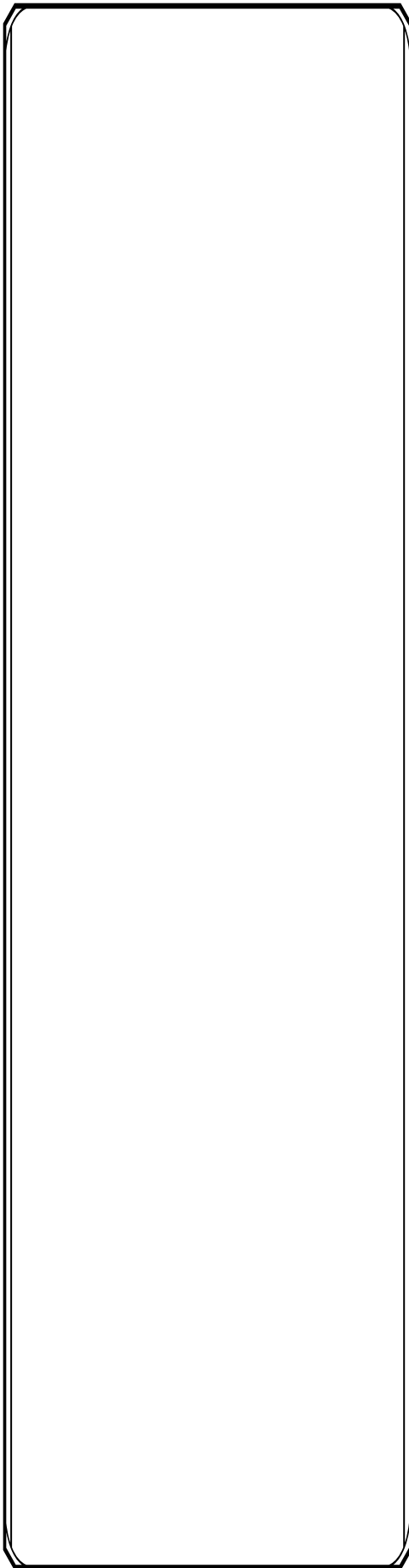
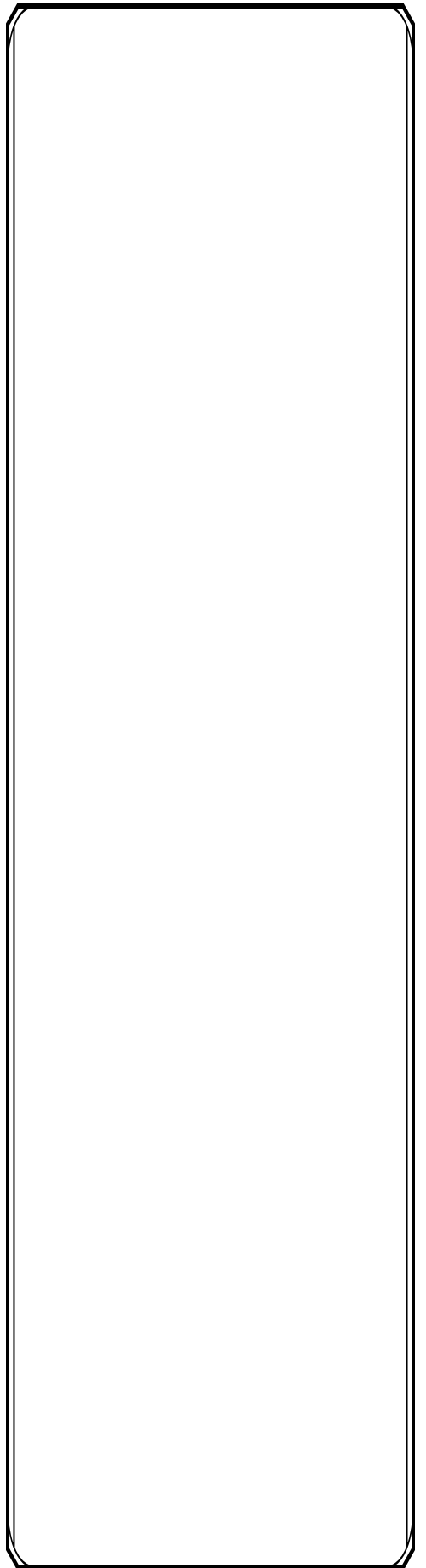
Components

Duration

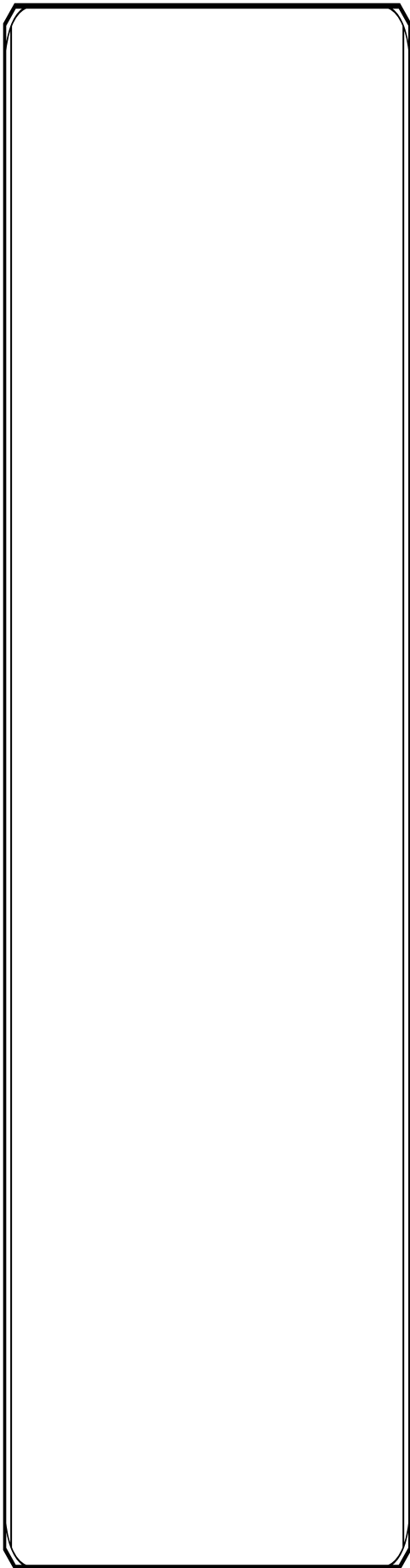
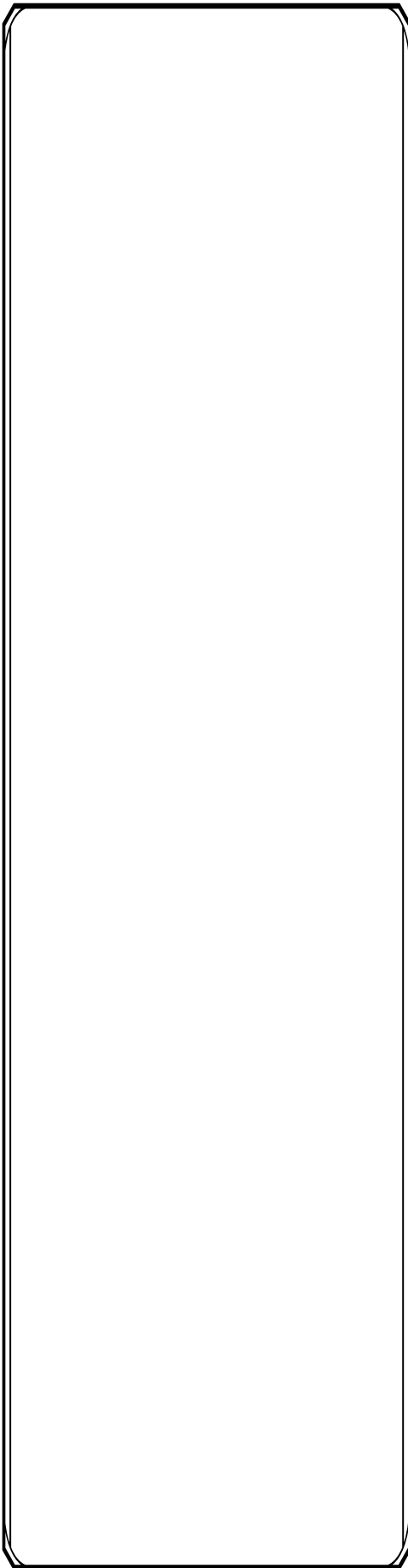
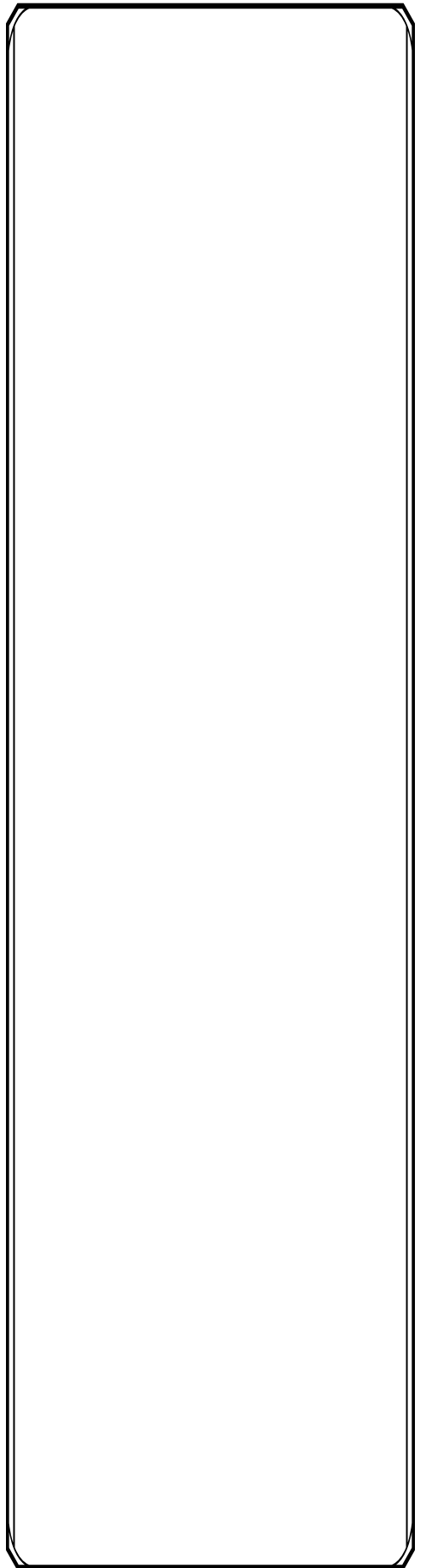
BACKSTORY

A large, empty rectangular box with rounded corners, outlined by a double black border, intended for writing the first entry of a backstory.A large, empty rectangular box with rounded corners, outlined by a double black border, intended for writing the second entry of a backstory.A large, empty rectangular box with rounded corners, outlined by a double black border, intended for writing the third entry of a backstory.

BACKSTORY

A large, empty rectangular box with rounded corners, outlined in black, intended for writing the first entry of the backstory.A large, empty rectangular box with rounded corners, outlined in black, intended for writing the second entry of the backstory.A large, empty rectangular box with rounded corners, outlined in black, intended for writing the third entry of the backstory.

BACKSTORY

An empty rectangular box with rounded corners and a double border, intended for writing a backstory.An empty rectangular box with rounded corners and a double border, intended for writing a backstory.An empty rectangular box with rounded corners and a double border, intended for writing a backstory.