

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

MULTI CLASS

PERSONALITY TRAITS

IDEALS

BONDS

FLAWS

Type

Proficient

Damage Die

+Attack

+Damage

SECONDARY WEAPON

NOTES

Type

Proficient

Damage Die

+Attack

+Damage

TERTIARY WEAPON

OTHER PROFICIENCIES & LANGUAGES

EQUIPMENT

FEATURES & TRAITS



CHARACTER NAME

AGE

HEIGHT

WEIGHT

EYES

SKIN

HAIR

CHARACTER APPEARANCE

ALLIES & ORGANIZATIONS

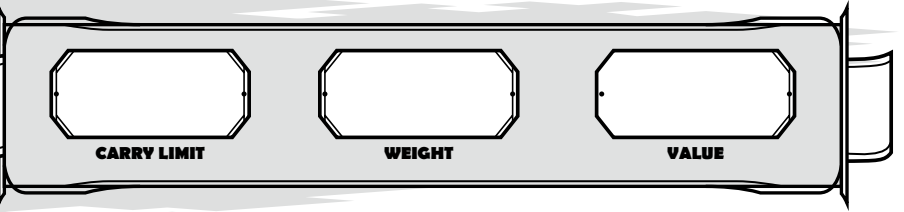
NAME

SYMBOL

ADDITIONAL FEATURES & TRAITS

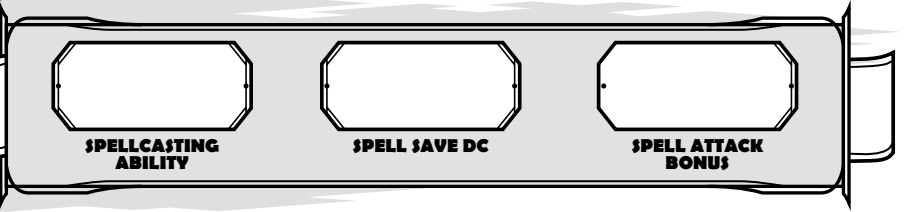
CHARACTER BACKSTORY

TREASURE



WEIGHT	VALUE	#	ITEM DESCRIPTION
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EQUIPMENT

[illegible]

8

○ _____

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[illegible]

SPELL DESCRIPTIONS

Name _____

Type _____

Casting Time _____

Range _____

Components _____

Duration _____

Name _____

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BACKSTORY

BACKSTORY