

CHARACTER NAME	CLASS & LEVEL	BACKGROUND	PLAYER NAME
	RACE	ALIGNMENT	EXPERIENCE POINTS

<b>STRENGTH</b>  <b>DEXTERITY</b>  <b>CONSTITUTION</b>  <b>INTELLIGENCE</b>  <b>WISDOM</b>  <b>CHARISMA</b>	<b>INSPIRATION</b>  <b>PROFICIENCY BONUS</b>	<b>ARMOR CLASS</b>  <b>INITIATIVE</b>  <b>SPEED</b>	<b>PERSONALITY TRAITS</b>  <b>IDEALS</b>  <b>BONDS</b>  <b>FLAWS</b>												
	<input type="radio"/> Strength <input type="radio"/> Dexterity <input type="radio"/> Constitution <input type="radio"/> Intelligence <input type="radio"/> Wisdom <input type="radio"/> Charisma <b>SAVING THROWS</b>	Hit Point Maximum  <b>CURRENT HIT POINTS</b>  <b>TEMPORARY HIT POINTS</b>  Total  <b>HIT DICE</b>		<b>SUCCESSES</b> ○○○○ <b>FAILURES</b> ○○○○ <b>DEATH SAVES</b>											
<input type="radio"/> Acrobatics (Dex) <input type="radio"/> Animal Handling (Wis) <input type="radio"/> Arcana (Int) <input type="radio"/> Athletics (Str) <input type="radio"/> Deception (Cha) <input type="radio"/> History (Int) <input type="radio"/> Insight (Wis) <input type="radio"/> Intimidation (Cha) <input type="radio"/> Investigation (Int) <input type="radio"/> Medicine (Wis) <input type="radio"/> Nature (Int) <input type="radio"/> Perception (Wis) <input type="radio"/> Performance (Cha) <input type="radio"/> Persuasion (Cha) <input type="radio"/> Religion (Int) <input type="radio"/> Sleight of Hand (Dex) <input type="radio"/> Stealth (Dex) <input type="radio"/> Survival (Wis) <b>SKILLS</b>	<b>PASSIVE WISDOM (PERCEPTION)</b>	<table border="1"> <thead> <tr> <th>NAME</th> <th>ATK BONUS</th> <th>DAMAGE/TYPE</th> </tr> </thead> <tbody> <tr><td> </td><td> </td><td> </td></tr> <tr><td> </td><td> </td><td> </td></tr> <tr><td> </td><td> </td><td> </td></tr> </tbody> </table> <b>ATTACKS &amp; SPELLCASTING</b>	NAME	ATK BONUS	DAMAGE/TYPE										<b>FEATURES &amp; TRAITS</b>
NAME	ATK BONUS	DAMAGE/TYPE													
<b>OTHER PROFICIENCIES &amp; LANGUAGES</b>	<b>EQUIPMENT</b>														



AGE	HEIGHT	WEIGHT
EYES	SKIN	HAIR

CHARACTER NAME

CHARACTER APPEARANCE

ALLIES & ORGANIZATIONS

NAME

SYMBOL

CHARACTER BACKSTORY

ADDITIONAL FEATURES & TRAITS

TREASURE



SPELLCASTING  
CLASS

SPELLCASTING  
ABILITY

SPELL SAVE DC

SPELL ATTACK  
BONUS

0

CANTRIPS

3

6

SPELL  
LEVEL

SLOTS TOTAL

SLOTS EXPENDED

1

PREPARED

SPELL NAME

4

7

8

2

5

9

SPELLS KNOWN