


CLASS & LEVEL

ALIGNMENT

RACE



CHARACTER NAME

ARMOR CLASS

INITIATIVE

SPEED

BACKGROUND

PLAYER NAME

EXPERIENCE POINTS

STRENGTH

DEXTERITY

CONSTITUTION

INTELLIGENCE

WISDOM

CHARISMA

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

PASSIVE WISDOM (PERCEPTION)

OTHER PROFICIENCIES & LANGUAGES

HIT POINT MAX

CURRENT HIT POINTS

TEMPORARY HIT POINTS

TOTAL

HIT DICE

SUCCESSSES

FAILURES

DEATH SAVED

PERSONALITY TRAITS

IDEALS

BONDS

FLAWS

NAME

ATK BONUS

DAMAGE/TYPE

ATTACKS & SPELLCASTING

CP

SP

EP

GP

PP

Notes

EQUIPMENT



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

1

4

7

PREPARED

SPELL NAME

5

8

2

5

9

SPELLS KNOWN



SPELLCASTING CLASS

SPELLCASTING
ABILITY

SPELL SAVE DC

SPELL ATTACK
BONUS

0

CANTRIPS

3

6

SPELL
LEVEL

SLOTS TOTAL

SLOTS EXPENDED

1

4

7

PREPARED

SPELL NAME

5

8

2

5

9

SPELLS KNOWN