

CLASS & LEVEL

ALIGNMENT

RACE

BACKGROUND

PLAYER NAME

EXPERIENCE POINTS

STRENGTH

DEXTERITY

CONSTITUTION

INTELLIGENCE

WISDOM

CHARISMA

INSPIRATION

PROFICIENCY BONUS

SAVING THROWS

SKILLS

PASSIVE WISDOM (PERCEPTION)

OTHER PROFICIENCIES & LANGUAGES

ARMOR CLASS

INITIATIVE

SPEED

HIT POINT MAX

CURRENT HIT POINTS

TEMPORARY HIT POINTS

TOTAL

HIT DICE

SUCCESSES

FAILURES

DEATH SAVED

ATTACKS & SPELLCASTING

CP

SP

EP

GP

PP

Notes

PERSONALITY TRAITS

IDEALS

BONDS

FLAWS

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

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ABILITY

SPELL SAVE DC

SPELL ATTACK
BONUS

0

CANTRIPS

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