

CLASS & LEVEL

ALIGNMENT

RACE



CHARACTER NAME

BACKGROUND

PLAYER NAME

EXPERIENCE POINTS

STRENGTH

DEXTERITY

CONSTITUTION

INTELLIGENCE

WISDOM

CHARISMA

INSPIRATION

PROFICIENCY BONUS

SAVING THROWS

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

SKILLS

☐ 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)

PASSIVE WISDOM (PERCEPTION)

OTHER PROFICIENCIES & LANGUAGES

ARMOR CLASS

INITIATIVE

SPEED

HIT POINT MAX

CURRENT HIT POINTS

TEMPORARY HIT POINTS

HIT DICE

TOTAL

DEATH SAVES

SUCCESSSES

FAILURES

ATTACKS & SPELLCASTING

| NAME | ATK BONUS | DAMAGE/TYPE |
|------|-----------|-------------|
| | | |
| | | |
| | | |

EQUIPMENT

CP

SP

EP

GP

PP

PERSONALITY TRAITS

IDEALS

BONDS

FLAWS

FEATURES & TRAITS



CHARACTER NAME

AGE

HEIGHT

WEIGHT

EYES

SKIN

HAIR

FACTION

CHARACTER
APPEARANCE

ALLIES & ORGANIZATIONS

ADDITIONAL FEATURES & TRAITS

CHARACTER BACKSTORY

TREASURE



0

CANTRIPS

3

6

SPELL
LEVEL

SLOTS TOTAL

SLOTS EXPENDED

PREPARED

SPELL NAME

2

4

7

8

5

9

SPELLS KNOWN



SPELLCASTING
ABILITY

SPELL SAVE DC

SPELL ATTACK
BONUS

0

CANTRIPS

3

6

SPELL
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