

CHARACTER NAME

CLASS & LEVEL

BACKGROUND

PLAYER NAME

RACE

ALIGNMENT

EXPERIENCE POINTS

STRENGTH

- ◆ ☐ SAVING THROW  
○ ☐ ATHLETICS

DEXTERITY

- ◆ ☐ SAVING THROW  
○ ☐ ACROBATICS  
○ ☐ SLEIGHT OF HAND  
○ ☐ STEALTH

CONSTITUTION

- ◆ ☐ SAVING THROW

INTELLIGENCE

- ◆ ☐ SAVING THROW  
○ ☐ ARCANANA  
○ ☐ HISTORY  
○ ☐ INVESTIGATION  
○ ☐ NATURE  
○ ☐ RELIGION

WISDOM

- ◆ ☐ SAVING THROW  
○ ☐ ANIMAL HANDLING  
○ ☐ INSIGHT  
○ ☐ MEDICINE  
○ ☐ PERCEPTION  
○ ☐ SURVIVAL

CHARISMA

- ◆ ☐ SAVING THROW  
○ ☐ DECEPTION  
○ ☐ INTIMIDATION  
○ ☐ PERFORMANCE  
○ ☐ PERSUASION

PROFICIENCY BONUS

PASSIVE WISDOM (PERCEPTION)

CURRENT WEIGHT

MAX WEIGHT

CONDITIONS

ARMOR  
CLASS

BOONS

INITIATIVE

Current

HIT DICE

TEMP HP

CURRENT  
HIT POINTS

MAXIMUM  
HIT POINTS

SPEED

SUCCESSSES

FAILURES

DEATH SAVES

INSPIRATION

PERSONALITY TRAITS

IDEALS

BONDS

FLAWS

NAME

ATK BONUS

DAMAGE/TYPE

ATTACKS & SPELLCASTING

CLASS RESOURCES, AMMO & CHARGES

PROFICIENCIES & LANGUAGES

FEATURES & TRAITS

EQUIPMENT CONT.

EQUIPMENT



AGE	HEIGHT	WEIGHT
EYES	SKIN	HAIR

CHARACTER NAME

CHARACTER APPEARANCE

NAME

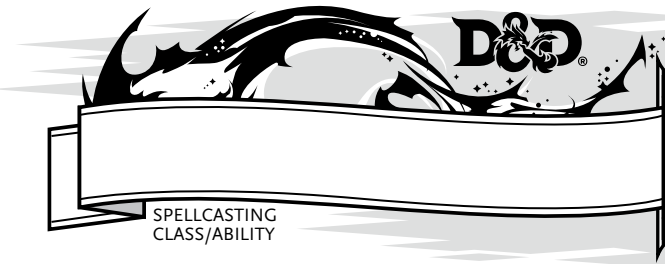
SYMBOL

ALLIES & ORGANIZATIONS

CHARACTER BACKSTORY

ADDITIONAL FEATURES & TRAITS

OTHER



SPELLCASTING  
CLASS/ABILITY

Prepared Spells  
Total

Spell Save DC

Spell Attack  
Bonus

0

CANTRIPS

3

○ ○ ○ ○ ○ ○

6

○ ○ ○ ○ ○ ○

SPELL  
LEVEL

SLOTS TOTAL

SLOTS REMAINING

1

○ ○ ○ ○ ○ ○

PREPARED

SPELL NAME

4

○ ○ ○ ○ ○ ○

7

○ ○ ○ ○ ○ ○

4

○ ○ ○ ○ ○ ○

8

○ ○ ○ ○ ○ ○

2

○ ○ ○ ○ ○ ○

5

○ ○ ○ ○ ○ ○

9

○ ○ ○ ○ ○ ○

SPELLS KNOWN

COMPANIONS, FAMILIARS,  
AND PETS.

NAME

CLASS & LEVEL      RELATIONSHIP      ROLE

RACE      ALIGNMENT      EXPERIENCE POINTS

STRENGTH      DEXTERITY

CONSTITUTION      INTELLIGENCE

WISDOM      CHARISMA

PASSIVE WISDOM  
(PERCEPTION)

CURRENT WEIGHT      MAX WEIGHT

NAME      ATK BONUS      DAMAGE/TYPE

ATTACKS & SPELLCASTING

CLASS RESOURCES, AMMO & CHARGES

PROFICIENCIES & LANGUAGES  
FEATURES & TRAITS

CONDITIONS      ARMOR CLASS      BOONS

INITIATIVE      TEMP HP

HIT DICE      CURRENT HIT POINTS      MAXIMUM HIT POINTS

SPEED      DEATH SAVES

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RACE      ALIGNMENT      EXPERIENCE POINTS

STRENGTH      DEXTERITY

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WISDOM      CHARISMA

PASSIVE WISDOM  
(PERCEPTION)

CURRENT WEIGHT      MAX WEIGHT

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FEATURES & TRAITS

CONDITIONS      ARMOR CLASS      BOONS

INITIATIVE      TEMP HP

HIT DICE      CURRENT HIT POINTS      MAXIMUM HIT POINTS

SPEED      DEATH SAVES

EQUIPMENT