



NAME

CLASS & LEVEL

BACKGROUND

PLAYER NAME

SPECIES

ALIGNMENT

EXPERIENCE POINTS

STRENGTH

DEXTERITY

CONSTITUTION

INTELLIGENCE

WISDOM

CHARISMA

SAVING THROWS

- ◇ STRENGTH ◇ INTELLIGENCE
◇ DEXTERITY ◇ WISDOM
◇ CONSTITUTION ◇ CHARISMA

ARMOR CLASS

INITIATIVE

SPEED

PERSONALITY TRAITS

IDEALS

BONDS

FLAWS

HIT POINTS

MAXIMUM

TEMPORARY

HIT DICE

DEATH SAVED
SUCCESSIONS
FAILURES

INSPIRATION

PROFICIENCY BONUS

PASSIVE PERCEPTION

SKILLS

- ◇ ACROBATICS (DEX) ◇ MEDICINE (WIS)
◇ ANIMAL HANDLING (WIS) ◇ NATURE (INT)
◇ ARCANA (INT) ◇ PERCEPTION (WIS)
◇ ATHLETICS (STR) ◇ PERFORMANCE (CHA)
◇ DECEPTION (CHA) ◇ PERSUASION (CHA)
◇ HISTORY (INT) ◇ RELIGION (INT)
◇ INSIGHT (WIS) ◇ SLEIGHT OF HAND (DEX)
◇ INTIMIDATION (CHA) ◇ STEALTH (DEX)
◇ INVESTIGATION (INT) ◇ SURVIVAL (WIS)

ATTACKS & SPELLCASTING

ATTACK

BONUS

DAMAGE/TYPE

FEATURES & TRAITS

OTHER PROFICIENCIES
& LANGUAGES

EQUIPMENT

COPPER

SILVER

GOLD

PLATINUM

NAME

DESCRIPTION

CHARACTER SKETCH

ALLIES, RELATIVES, CONTACTS, & ORGANIZATION AFFILIATIONS

CHARACTER BACKSTORY

ADDITIONAL FEATURES & TRAITS

PERSONAL GOALS

TREASURE

NAME

SPELLCASTING CLASS

CANTRIPS

SPELLCASTING ABILITY

SPELL SAVE DC

SPELL ATTACK BONUS

SLOTS TOTAL

LEVEL 3

SLOTS EXPENDED

SLOTS TOTAL

LEVEL 6

SLOTS EXPENDED

PREPARED

PREPARED

SLOTS TOTAL

LEVEL 1

SLOTS EXPENDED

SLOTS TOTAL

LEVEL 7

SLOTS EXPENDED

PREPARED

SLOTS TOTAL

LEVEL 4

SLOTS EXPENDED

SLOTS TOTAL

LEVEL 8

SLOTS EXPENDED

SLOTS TOTAL

LEVEL 2

SLOTS EXPENDED

SLOTS TOTAL

LEVEL 5

SLOTS EXPENDED

SLOTS TOTAL

LEVEL 9

SLOTS EXPENDED

CUSTOM SPELL APPEARANCES

CAMPAIGN NOTES