

CHARACTER NAME

CLASS & LEVEL

BACKGROUND

PLAYER NAME

RACE

ALIGNMENT

EXPERIENCE POINTS

STRENGTH

10

0

DEXTERITY

10

0

CONSTITUTION

10

0

INTELLIGENCE

10

0

WISDOM

10

0

CHARISMA

10

0

1

INSPIRATION



PROFICIENCY BONUS

- ☐ 0 Strength
- ☐ 0 Dexterity
- ☐ 0 Constitution
- ☐ 0 Intelligence
- ☐ 0 Wisdom
- ☐ 0 Charisma

SAVING THROWS

- ☐ 0 Acrobatics (Dex)
- ☐ 0 Animal Handling (Wis)
- ☐ 0 Arcana (Int)
- ☐ 0 Athletics (Str)
- ☐ 0 Deception (Cha)
- ☐ 0 History (Int)
- ☐ 0 Insight (Wis)
- ☐ 0 Intimidation (Cha)
- ☐ 0 Investigation (Int)
- ☐ 0 Medicine (Wis)
- ☐ 0 Nature (Int)
- ☐ 0 Perception (Wis)
- ☐ 0 Performance (Cha)
- ☐ 0 Persuasion (Cha)
- ☐ 0 Religion (Int)
- ☐ 0 Sleight of Hand (Dex)
- ☐ 0 Stealth (Dex)
- ☐ 0 Survival (Wis)

SKILLS

10

ARMOR
CLASS

1

INITIATIVE

30'

SPEED

Hit Point Maximum

CURRENT HIT POINTS

TEMPORARY HIT POINTS

Total

HIT DICE

SUCCESSSES

FAILURES

DEATH SAVES

PERSONALITY TRAITS

IDEALS

BONDS

FLAWS

NAME

ATK BONUS

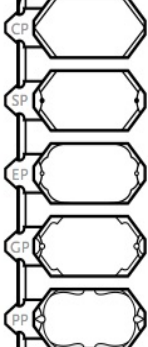
DAMAGE/TYPE

ATTACKS & SPELLCASTING

10

PASSIVE WISDOM (PERCEPTION)

OTHER PROFICIENCIES & LANGUAGES



EQUIPMENT

FEATURES & TRAITS



AGE

HEIGHT

WEIGHT

EYES

SKIN

HAIR

CHARACTER NAME

CHARACTER APPEARANCE

ALLIES & ORGANIZATIONS

NAME

SYMBOL

ADDITIONAL FEATURES & TRAITS

CHARACTER BACKSTORY

TREASURE

SPELLCASTING CLASS

SPELLCASTING ABILITY

SPELL SAVE DC

SPELL ATTACK BONUS

0

CANTRIPS

SPELL LEVEL

SLOTS TOTAL

SLOTS EXPENDED

1

PROPOSED

SPELL NAME

2

3

4

5

6

7

8

9

3

6

7

8

9



CHARACTER NAME _____

Backpacks can hold no more than 30 lbs of gear.

Note weight of items to not exceed the packs 30lbs limit.

Note the quantity of certain items for quick reference.

Your treasure pouch is not part of your backpack so its weight will not count.

Backpack



Small Pocket 1

Small Pocket 2

Small Pocket 3

Small Pocket 4

Flap Pouch

Middle Pouch

Bed Roll

Rope

Ammo

Torches

Treasure Purse

Copper =

Silver =

Electrum =

Gold =

Platinum =

Additional Treasure

Main Pouch