

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
○ ☐ ARCANA
○ ☐ 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

SUCCESSES

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



CHARACTER NAME

AGE

HEIGHT

WEIGHT

EYES

SKIN

HAIR

CHARACTER APPEARANCE

ALLIES & ORGANIZATIONS

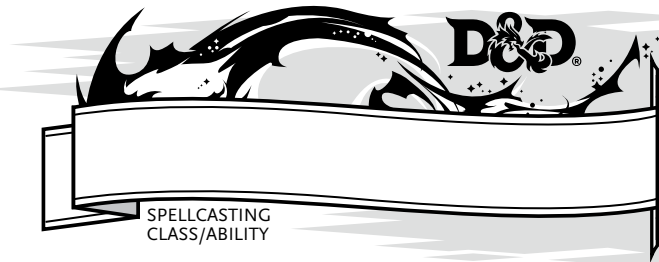
NAME

SYMBOL

ADDITIONAL FEATURES & TRAITS

CHARACTER BACKSTORY

OTHER



SPELLCASTING
CLASS/ABILITY

| | | |
|---|------------------------------|--------------------------------------|
| <div></div> Prepared Spells Total | <div></div> Spell Save DC | <div></div> Spell Attack Bonus |
|---|------------------------------|--------------------------------------|

0

CANTRIPS

SPELL
LEVEL

SLOTS TOTAL

SLOTS REMAINING

1

PREPARED

SPELL NAME

2

3

4

5

6

7

8

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

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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

EQUIPMENT

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