NAME

CLASS

RACE

BACKGROUND

PLAYER NAME

ALIGNMENT

CURRENT HP

TEMP HP

EYES & HAIR

AGE

LVL

EXP

MAX HP

HIT DIE

HEIGHT & WEIGHT

INSPIRATION

PROFICIENCY BONUS

PASSIVE PERCEPTION

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

STR

DEX

CON

INT

WIS

CHA

DEATH SAVES

SUCCESSES

FAILURES

AC

INIT

SP

ATTACKS & SPELLCASTING

NAME	ATK	DAMAGE/TYPE

PERSONALITY TRAITS

IDEALS

BONDS

FLAWS

FEATURES & TRAITS

OTHER PROFICIENCIES & LANGUAGES

EQUIPMENT

CP

SP

EP

GP

PP

@SIRINDOODLES

CHARACTER APPEARANCE

NOTES

ADDITIONAL FEATURES & TRAITS

CHARACTER BACKSTORY

ALLIES & ORGANIZATIONS

SYMBOL

TREASURE

@SIRINDOODLES

SP CASTING CLASS

SP ATK BONUS

SP CASTING ABILITY

SP SAVE DC

0 CANTRIPS

1

2

3

4

5

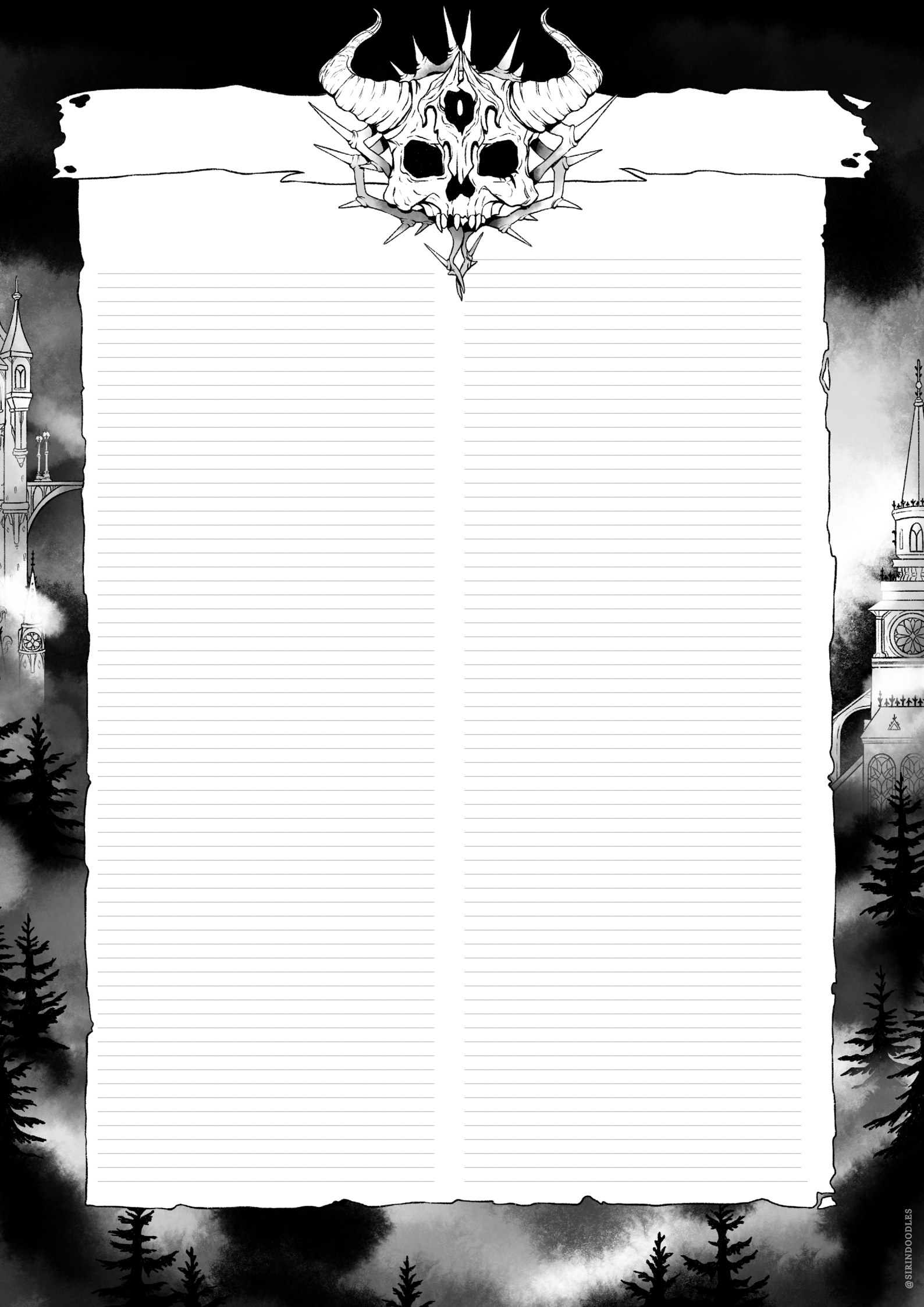
6

7

8

9

@SIRINDOODLES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