



NAME

CLASS

RACE

BACKGROUND

PLAYER NAME

ALIGNMENT

CURRENT HP

TEMP HP

LVL

EXP

MAX HP

HIT DIE

EYES & HAIR

AGE

HEIGHT & WEIGHT

INSPIRATION

PROFICIENCY
BONUSPASSIVE
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

OTHER PROFICIENCIES & LANGUAGES

DEATH
SAVESSUCCESSES
FAILURES

STR

DEX

CON

INT

WIS

CHA

ATTACKS & SPELLCASTING

NAME ATK DAMAGE/TYPE

AC INIT SP

EQUIPMENT



PERSONALITY TRAITS

IDEALS

BONDS

FLAWS

FEATURES & TRAITS



CHARACTER APPEARANCE

NOTES

CHARACTER BACKSTORY

ADDITIONAL FEATURES & TRAITS

ALLIES & ORGANIZATIONS

SYMBOL

TREASURE



SP CASTING CLASS

SP ATK BONUS

0 CANTRIPS

1

2

3

4

5

6

7

8

9

SP CASTING ABILITY

SP SAVE DC

