

CLASS & LEVEL

PLAYER NAME

RACE

BACKGROUND

EXPERIENCE POINTS

CHARACTER NAME

STRENGTH

DEXTERITY

CONSTITUTION

INTELLIGENCE

WISDOM

CHARISMA

☐ Strength  
☐ Dexterity  
☐ Constitution  
☐ Intelligence  
☐ Wisdom  
☐ Charisma

Saving Throw Modifiers

SAVING THROWS

☐ 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  
☐ \_\_\_\_\_  
☐ \_\_\_\_\_  
☐ \_\_\_\_\_

SKILLS

INITIATIVE

ARMOR

CLASS

DEFENSES

INSPIRATION

PROFICIENCY BONUS

ABILITY SAVE DC

SPEED

Max HP

Current HP

Temp HP

HIT POINTS

Total

HIT DICE

SUCCESSSES

FAILURES

DEATH SAVED

PROFICIENCIES & LANGUAGES

ACTIONS

PASSIVE WISDOM (PERCEPTION)

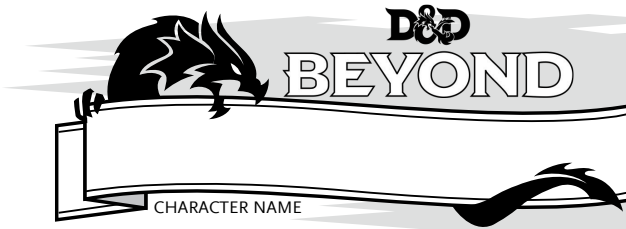
PASSIVE WISDOM (INSIGHT)

PASSIVE INTELLIGENCE (INVESTIGATION)

SENSES

NAME	HIT	DAMAGE/TYPE	NOTES

WEAPON ATTACKS & CANTRIPS



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CHARACTER NAME

FEATURES & TRAITS

	NAME	QTY	WEIGHT	NAME	QTY	WEIGHT
CP						
SP						
EP						
GP						
PP						

WEIGHT CARRIED

ENCUMBERED

PUSH/DRAG/LIFT

ATTUNED MAGIC ITEMS	QTY	WEIGHT

EQUIPMENT



CHARACTER NAME

GENDER

AGE

SIZE

HEIGHT

WEIGHT

ALIGNMENT

FAITH

SKIN

EYES

HAIR

CHARACTER APPEARANCE

ALLIES & ORGANIZATIONS

PERSONALITY TRAITS


IDEALS

BONDS

FLAWS

CHARACTER BACKSTORY

ADDITIONAL NOTES



SPELLCASTING CLASS

SPELLCASTING ABILITY

SPELL SAVE DC

SPELL ATTACK BONUS

PREP SPELL NAME	SOURCE	SAVE/ATK	TIME	RANGE	COMP	DURATION	PAGE REF	NOTES