

Abilities

Combat

Features

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
○ ☐ ARCANIA
○ ☐ 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

TEMP HP

SPEED

HIT DICE

CURRENT
HIT POINTS

MAXIMUM
HIT POINTS

SUCCESSSES

FAILURES

DEATH SAVES

NAME

ATK BONUS

DAMAGE/TYPE

ATTACKS & SPELLCASTING

CLASS RESOURCES, AMMO & CHARGES

INSPIRATION

PERSONALITY TRAITS

IDEALS

BONDS

FLAWS

PROFICIENCIES & LANGUAGES

EQUIPMENT

EQUIPMENT CONT.

FEATURES & TRAITS



CHARACTER NAME

AGE

HEIGHT

WEIGHT

EYES

SKIN

HAIR

CHARACTER APPEARANCE

ALLIES & ORGANIZATIONS

NAME

SYMBOL

ADDITIONAL FEATURES & TRAITS

CHARACTER BACKSTORY

OTHER

SPELLCASTING CLASS/ABILITY

Prepared Spells Total

Spell Save DC

Spell Attack Bonus

0

CANTRIPS

SPELL LEVEL

SLOTS TOTAL

SLOTS REMAINING

1

PREPARED

0

SPELL NAME

2

3

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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

NAME ATK BONUS DAMAGE/TYPE

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

NAME

CLASS & LEVEL RELATIONSHIP ROLE

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EQUIPMENT