

CHARACTER NAME

CLASS & LEVEL

BACKGROUND

PLAYER NAME

RACE

ALIGNMENT

EXPERIENCE POINTS

INSPIRATION

PROFICIENCY BONUS

INITIATIVE

PASSIVE WISDOM (PERCEPTION)

STRENGTH

DEXTERITY

CONSTITUTION

INTELLIGENCE

WISDOM

CHARISMA

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

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

SENSES & LANGUAGES

PROFICIENCIES

WALK

CLIMB

SWIM

FLY

ARMOR CLASS

NO ARMOR

SHIELD

☐ LIGHT

☐ MEDIUM  
(max +2 DEX to AC)

☐ HEAVY  
(no DEX to AC,  
disadv. on Stealth)

HIT POINTS

CURRENT

TEMP



DEATH SAVES



HIT DICE

TOTAL

CURRENT

PERSONALITY TRAITS

IDEALS

BONDS

FLAWS

NAME

ATK BONUS

DAMAGE/TYPE

ATTACKS

SPELLCASTING

SPELLCASTING  
ABILITY MOD

SPELL SAVE  
DC

SPELL ATTACK  
BONUS

LIMITED USE ABILITIES

NAME

MAX

USED

FEATURES & TRAITS



CHARACTER NAME

AGE

HEIGHT

WEIGHT

EYES

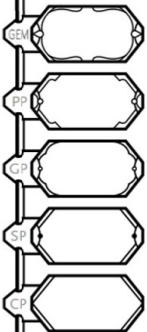
SKIN

HAIR



CHARACTER BACKSTORY

ALLIES, ENEMIES, ACQUAINTANCES



TREASURE

QUESTS & OBJECTIVES

ATTUNED ITEMS

POSSESSIONS & EQUIPMENT

