

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

GEN

PE

GP

SP

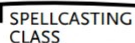
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TREASURE

QUESTS & OBJECTIVES

ATTUNED ITEMS

POSSESSIONS & EQUIPMENT



### SPELLCASTING ABILITY

SPELL SAVE DC

### SPELL ATTACK BONUS

0

## CANTRIPS

3

6

SPELL  
LEVEL

SLOTS TOTAL

SLOTS EXPENDED

1

SPELL NAME

4

7

8

2

5

9

SPELLS KNOWN