

CHARACTER NAME

CLASS & LEVEL

BACKGROUND

PLAYER NAME

RACE

ALIGNMENT

EXPERIENCE POINTS

PROFICIENCY BONUS

INSPIRATION

STRENGTH

SAVING THROWS

ATHLETICS

DEXTERITY

SAVING THROWS

ACROBATICS

SLEIGHT OF HAND

STEALTH

CONSTITUTION

SAVING THROWS

INTELLIGENCE

SAVING THROWS

ARCANA

HISTORY

INVESTIGATION

NATURE

RELIGION

WISDOM

SAVING THROWS

ANIMAL HANDLING

INSIGHT

MEDICINE

PERCEPTION

SURVIVAL

CHARISMA

SAVING THROWS

DECEPTION

INTIMIDATION

PERFORMANCE

PERSUASION

PASSIVE WISDOM (PERCEPTION)

ARMOR CLASS

INITIATIVE

SPEED

HIT POINT MAXIMUM

CURRENT HIT POINTS

TEMPORARY HIT POINTS

Total

HIT DICE

SUCCESSES

FAILURES

DEATH SAVES

TRAITS

NAME	ATK BONUS	DAMAGE/TYPE

ATTACKS

FEATURES

OTHER PROFICIENCIES & LANGUAGES

EQUIPMENT

CHARACTER NAME		
AGE	HEIGHT	WEIGHT
EYES	SKIN	HAIR

CHARACTER APPEARANCE

NAME

SYMBOL

ALLIES & ORGANIZATIONS

PERSONALITY TRAITS

IDEALS

BONDS

FLAWS

CHARACTER BACKSTORY

TREASURE

SPELLCASTING CLASS

SPELLCASTING ABILITY

SPELL SAVE DC

SPELL ATTACK BONUS

0

CANTRIPS

SPELL LEVEL

SLOTS TOTAL

SLOTS EXPENDED

1

PREPARED

SPELL NAME

2

3

4

5

6

7

8

9

SPELLS KNOWN