

Character Name

Class & Level

Player Name

Race

Alignment

Experience Points

Strength

Dexterity

Constitution

Intelligence

Wisdom

Charisma

Armor Class

Proficiency Bonus

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

## SAVING THROWS

- ☐ ☐ Acrobatics (Dex)
- ☐ ☐ Animal Handling (Wis)
- ☐ ☐ Arcana (Int)
- ☐ ☐ Athletics (Str)
- ☐ ☐ Deception (Cha)
- ☐ ☐ History (Int)
- ☐ ☐ Initiative (Dex)
- ☐ ☐ 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)

Passive Perception  
(Wisdom)

Max HP

Temp HP

Speed

Wounds / Current HP

Current Hit Dice

Hit Dice Total

CF

SP

GP

PP

Equipment

Name

Damage

Range

ATK Bonus

Casting Note

Name

Damage

Range

ATK Bonus

Casting Note

Name

Damage

Range

ATK Bonus

Casting Note

Name

Damage

Range

ATK Bonus

Casting Note

Name

Damage

Range

ATK Bonus

Casting Note

Personality Notes

Concentration Spell

Spell Save DC

Spell Attack Bonus

Features, Traits, Proficiencies & Languages

Spell Notes