

NAME

RACE

BACKGROUND

CLASS & LEVEL

ALIGNMENT

ABILITIES

STR

SCORE & MODIFIER

SAVES & CHECKS

PROF

Saving Throw

Athletics

DEX

Saving Throw

Acrobatics

Sleight of Hand

Stealth

CON

Saving Throw

INT

Saving Throw

Arcana

History

Investigation

Nature

Religion

WIS

Saving Throw

Animal Handling

Insight

Medicine

Perception

Survival

CHA

Saving Throw

Deception

Intimidation

Performance

Persuasion

INSPIRATION

ARMOR CLASS

Stealth Disadvantage

INITIATIVE

SPEED

PASSIVE PERCEPTION

PROFICIENCY

PHYSICAL LIMITS

Carrying Capacity

Push, Drag or Lift

Long Jump

High Jump

Reach Height

EQUIPMENT

HIT POINTS

MAXIMUM

CURRENT

TEMPORARY

DEATH SAVED

HIT DICE

MAXIMUM

CURRENT

ATTACKS & SPELLCASTING

ATTACK NAME	MOD	DAMAGE & TYPE	RANGE	VERS	THRN

FEATURES & TRAITS

CLASS FEATURES

RACIAL FEATURES

OTHER FEATURES

BACKGROUND FEATURES

AGE

HEIGHT

WEIGHT

APPEARANCE

IMAGE

Eye Color

Skin Color

Hair Color

DESCRIPTION

PERSONALITY

PERSONALITY TRAITS

IDEALS

BONDS

FLAWS

LANGUAGES			
LANGUAGE	SPEAK	READ	WRITE

PROFICIENCIES

TOOL PROFICIENCIES

ARMOR PROFICIENCIES

Light

Med

Heavy

Shlds

WEAPON PROFICIENCIES

Simple

Martial

BACKSTORY

ALLIES & ORGANIZATIONS

OTHER EQUIPMENT

TREASURE

GEMS & JEWELRY

CP

SP

EP

GP

PP

OTHER TREASURE

EXPERIENCE POINTS

SPELLCASTING CLASS

SPELLCASTING ARCHETYPE

SPELLCASTING ABILITY	

[illegible]

MAX PREPARED

SPELL SAVE DC

SPELL ATTACK

[illegible][illegible][illegible][illegible][illegible][illegible][illegible][illegible][illegible][illegible]