

CLASS & LEVEL

XP CURRENT

XP NEEDED FOR NEXT LEVEL

CHARACTER NAME

PLAYER NAME

ANCESTRY

BACKGROUND

NOTABLE FEATURES

SAVE

STR

SAVE

DEX

SAVE

CON

SAVE

INT

SAVE

WIS

SAVE

CHA

INVENTORY

Base

Used

CP

SP

GP

Base capacity: 10 + STR slots  
Backpack: +10 slots  
Sack: +5 slots (requires free hand)  
100 Coins = 1 Slot

PROFICIENCY BONUS

SPEED

INITIATIVE

BOOST DICE

CP

SP

GP

ARMOR CLASS

ATTACKS			
Name	Attack Bonus	Damage	Range/Tags

ARMOR		
Type	Base AC	Tags

HIT POINTS

MAX

CURRENT

TEMP

HIT DICE

TYPE

USED

MAX

FATIGUE

-1

-2

-3  
slow

-4  
slow

INC.

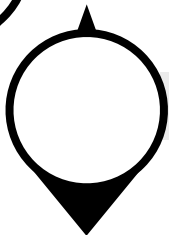
CONDITIONS

LANGUAGES & ANCESTRY TRAITS

FEATS & HINDRANCES



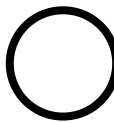
SPELL SAVE DC



SPELL ATTACK

CHARACTER NAME

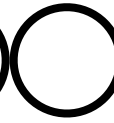
SPELL SLOTS



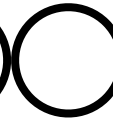
1



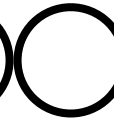
2



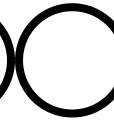
3



4



5



6

Prepared?

Spell Name

Tier

Notes

