

CHARACTER NAME

BACKGROUND

CLASS

SPECIES

SUBCLASS

PROFICIENCY BONUS**STRENGTH****DEXTERITY****CONSTITUTION****INTELLIGENCE****WISDOM****CHARISMA****HEROIC INSPIRATION****SAVING THROWS****SKILLS**

- Strength
 - Dexterity
 - Constitution
 - Intelligence
 - Wisdom
 - Charisma
- 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)

PASSIVE PERCEPTION**EQUIPMENT TRAINING & PROFICIENCIES**ARMOR TRAINING Light Medium Heavy Shields

WEAPONS

TOOLS



AGE

EYES

HEIGHT

WEIGHT

LEVEL

XP

DISTINGUISHING FEATURES

CIRCLE SPELLS

Druid Level Spells

3RD

5TH

7TH

9TH

INITIATIVE**ARMOR CLASS****SPEED****DEATH SAVES****SHIELD****DEATH SAVES****SUCCESES****FAILURES****HIT POINTS****HIT DICE**

TEMP

SPENT

CURRENT

MAX

MAX

WEAPON & SPELL ATTACKS

Name Atk Bonus/DC Damage & Type

Notes

SPELLCASTING**WILD SHAPE****SPELLCASTING MODIFIER****MAX CR****SPELL SAVE DC****USES****SPELL ATTACK BONUS****SPENT****BEAST SHAPES KNOWN**

1ST	2ND	3RD	4TH	5TH	6TH	7TH	8TH	9TH
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EXPENDED

APPEARANCE

Description

BACKSTORY & PERSONALITY**LANGUAGES**

Alignment

EQUIPMENT

Magic Item Attunement

**NOTES****COINS**

CP	SP	EP	GP	PP
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APPEARANCE

Description

BACKSTORY & PERSONALITY**EQUIPMENT**

Magic Item Attunement

**LANGUAGES**

Alignment

COINS

CP	SP	EP	GP	PP
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COMPANION NAME

SIZE

TYPE

NOTES**HIT POINTS****HIT DICE**

TEMP

CURRENT

MAX

AC

INITIATIVE

SPENT

MAX

SPEED

STR

SCORE MOD SAVE

INT

SCORE MOD SAVE

SENSES**DEX****WIS****CON****CHA****TRAITS****ATTACKS**

Name

Atk Bonus/DC Damage & Type

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LANGUAGES

COINS

The diagram consists of five rectangular boxes arranged horizontally. Above each box is a small triangle pointing upwards, and below each box is a small triangle pointing downwards. The boxes are labeled as follows:

- CP
- SP
- EP
- GP
- PP

CANTRIPS & PREPARED SPELLS

KNOWN SPELLS