

CHARACTER NAME

BACKGROUND

CLASS

SPECIES

SUBCLASS

AGE

HEIGHT

WEIGHT

EYES

HAIR

SKIN

LEVEL

XP

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)

INITIATIVE**DEATH SAVES**

SUCCESSES

ARMOR CLASS**SHIELD****HIT POINTS**

CURRENT

TEMP

SPEED**DEATH SAVES**

FAILURES

HIT DICE

SPENT

MAX

CLASS FEATURES**WEAPON & SPELL ATTACKS**

Name Atk Bonus/DC Damage & Type

Notes

SECOND WIND**USES**

SPENT

ACTION SURGE**USES**

SPENT

EQUIPMENT TRAINING & PROFICIENCIESARMOR TRAINING Light Medium Heavy Shields

WEAPONS

TOOLS

WEAPON MASTERS**EXTRA ATTACK****ADDITIONAL NOTES**

CHARACTER NAME

BACKGROUND

CLASS

SPECIES

SUBCLASS

PROFICIENCY BONUS**HEROIC INSPIRATION****INITIATIVE****ARMOR CLASS****SPEED****CLASS FEATURES****STRENGTH****SAVING THROWS****DEXTERITY****SKILLS****HIT POINTS****HIT DICE****CONSTITUTION****WEAPON & SPELL ATTACKS****INTELLIGENCE**

Name Atk Bonus/DC Damage & Type

WISDOM

Notes _____

CHARISMA

Name Atk Bonus/DC Damage & Type

EQUIPMENT TRAINING & PROFICIENCIES

Notes _____

ARMOR TRAINING ◊ Light ◊ Medium ◊ Heavy ◊ Shields

Name Atk Bonus/DC Damage & Type

WEAPONS

Notes _____

TOOLS

Name Atk Bonus/DC Damage & Type

Notes _____

Name Atk Bonus/DC Damage & Type

Notes _____

Name Atk Bonus/DC Damage & Type

Notes _____

PASSIVE PERCEPTION**SECOND WIND****ACTION SURGE****USES****USES****SPENT****SPENT****WEAPON MASTERRIES****COMBAT SUPERIORITY****DIE****EXTRA ATTACK****USES****KNOW THY ENEMY****SPENT****SAVE DC**

CHARACTER NAME

BACKGROUND

CLASS

SPECIES

SUBCLASS

AGE

HEIGHT

WEIGHT

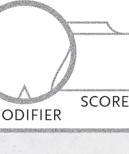
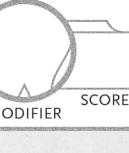
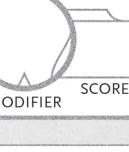
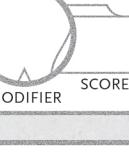
EYES

HAIR

SKIN

LEVEL

XP

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

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

INITIATIVE**DEATH SAVES**

SUCCESSES

ARMOR CLASS**SHIELD****SPEED****DEATH SAVES**

FAILURES

HIT POINTS

CURRENT

TEMP

HIT DICE

SPENT

MAX

CLASS FEATURES**SKILLS**

- 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)

WEAPON & SPELL ATTACKS

Name Atk Bonus/DC Damage & Type

Notes

SECOND WIND

USES

SPENT

ACTION SURGE

USES

SPENT

EQUIPMENT TRAINING & PROFICIENCIESARMOR TRAINING Light Medium Heavy Shields

WEAPONS

TOOLS

WEAPON MASTERS**SPELL SLOTS**

1ST 2ND 3RD 4TH

**EXTRA ATTACK****SPELLCASTING**

SPELL ATTACK BONUS

SPELL SAVE DC

CHARACTER NAME

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SPECIES

SUBCLASS



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XP

DISTINGUISHING FEATURES

PROFICIENCY BONUS**HEROIC INSPIRATION****INITIATIVE****ARMOR CLASS****SPEED****CLASS FEATURES****STRENGTH****SAVING THROWS****DEATH SAVES**

SHIELD

DEATH SAVES**DEXTERITY****HIT POINTS****HIT DICE**

CURRENT

TEMP
MAX**CONSTITUTION****SKILLS****WEAPON & SPELL ATTACKS**

Name Atk Bonus/DC Damage & Type

Notes _____

INTELLIGENCE**WISDOM****SECOND WIND****ACTION SURGE****CHARISMA**

USES

USES

SPENT

SPENT

EQUIPMENT TRAINING & PROFICIENCIES

ARMOR TRAINING ◊ Light ◊ Medium ◊ Heavy ◊ Shields

WEAPONS

WEAPON MASTERS**PSIONIC ENERGY**

DIE

EXTRA ATTACK

USES

SPENT

ADDITIONAL NOTES

TOOLS

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

Alignment

EQUIPMENT

Magic Item Attunement



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