

CHARACTER NAME

CLASS & LEVEL

BACKGROUND

PLAYER NAME

RACE

ALIGNMENT

EXPERIENCE POINTS

PROFICIENCY BONUS

INSPIRATION

STRENGTH

◇ +0 SAVING THROWS
○ +0 ATHLETICS

DEXTERITY

◇ +1 SAVING THROWS
○ +1 ACROBATICS
○ +1 SLEIGHT OF HAND
○ +1 STEALTH

CONSTITUTION

◇ -1 SAVING THROWS

INTELLIGENCE

◇ +3 SAVING THROWS
⊗ +5 ARCANA
⊗ +5 HISTORY
⊗ +5 INVESTIGATION
○ +3 NATURE
○ +3 RELIGION

WISDOM

◇ +3 SAVING THROWS
○ +1 ANIMAL HANDLING
○ +1 INSIGHT
○ +1 MEDICINE
○ +1 PERCEPTION
○ +1 SURVIVAL

CHARISMA

◇ +6 SAVING THROWS
○ +4 DECEPTION
○ +4 INTIMIDATION
○ +4 PERFORMANCE
⊗ +6 PERSUASION

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PASSIVE WISDOM (PERCEPTION)

ARMOR CLASS

INITIATIVE

SPEED

HIT POINT MAXIMUM **7**

CURRENT HIT POINTS

TEMPORARY HIT POINTS

Total **lvl x 1d8**

HIT DICE

SUCCESSSES

FAILURES

DEATH SAVES

PERSONALITY TRAITS

IDEALS

BONDS

FLAWS

NAME

ATK BONUS

DAMAGE/TYPE

ATTACKS & SPELLCASTING

FEATURES & TRAITS

OTHER PROFICIENCIES & LANGUAGES

EQUIPMENT & CHARACTER NOTES



CHARACTER NAME

AGE

HEIGHT

WEIGHT

EYES

SKIN

HAIR

CHARACTER APPEARANCE

ALLIES & ORGANIZATIONS

NAME

SYMBOL

ADDITIONAL FEATURES & TRAITS

CHARACTER BACKSTORY

TREASURE



SPELLCASTING
CLASS

SPELLCASTING
ABILITY

SPELL SAVE DC

SPELL ATTACK
BONUS

0

CANTRIPS

3

6

SPELL
LEVEL

SLOTS TOTAL

SLOTS EXPENDED

1

PREPARED

SPELL NAME

4

7

8

2

5

9

SPELLS KNOWN