

CHARACTER NAME

CLASS & LEVEL

PLAYER NAME

RACE

ALIGNMENT

EXPERIENCE POINTS

PROFICIENCY BONUS

INSPIRATION

STRENGTH

- ◆ — SAVING THROWS
- — ATHLETICS

DEXTERITY

- ◆ — SAVING THROWS
- — ACROBATICS
- — SLEIGHT OF HAND
- — STEALTH

CONSTITUTION

- ◆ — SAVING THROWS

INTELLIGENCE

- ◆ — SAVING THROWS
- — ARCANA
- — HISTORY
- — INVESTIGATION
- — NATURE
- — RELIGION

WISDOM

- ◆ — SAVING THROWS
- — ANIMAL HANDLING
- — INSIGHT
- — MEDICINE
- — PERCEPTION
- — SURVIVAL

CHARISMA

- ◆ — SAVING THROWS
- — DECEPTION
- — INTIMIDATION
- — PERFORMANCE
- — PERSUASION

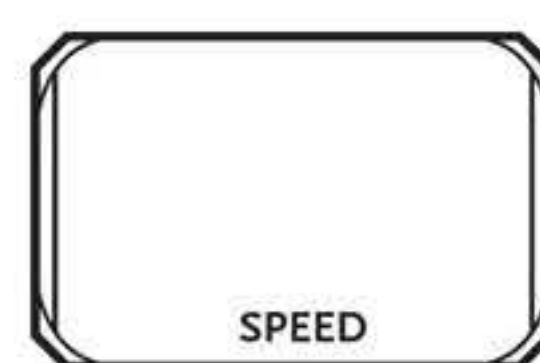
PASSIVE WISDOM (PERCEPTION)



= + + +
 Dexterity Modifier Armor Shield Misc



INITIATIVE



SPEED

Hit Point Maximum

CURRENT HIT POINTS

Total

HIT DICE

SUCCESSSES

FAILURES

DEATH SAVES

SPELL LEVEL SLOTS TOTAL SLOTS EXPENDED

- | | | |
|---|--|-----------|
| 1 | | ○ ○ ○ ○ ○ |
| 2 | | ○ ○ ○ ○ ○ |
| 3 | | ○ ○ ○ ○ ○ |
| 4 | | ○ ○ ○ ○ ○ |
| 5 | | ○ ○ ○ ○ ○ |
| 6 | | ○ ○ ○ ○ ○ |
| 7 | | ○ ○ ○ ○ ○ |
| 8 | | ○ ○ ○ ○ ○ |
| 9 | | ○ ○ ○ ○ ○ |



SPELL ATTACK BONUS

SPELLCASTING ABILITY

SPELLCASTING

WEAPON / SPELL

RANGE

TYPE

ATK BONUS

DAMAGE

WEAPON / SPELL

RANGE

TYPE

ATK BONUS

DAMAGE

WEAPON / SPELL

RANGE

TYPE

ATK BONUS

DAMAGE

WEAPON / SPELL

RANGE

TYPE

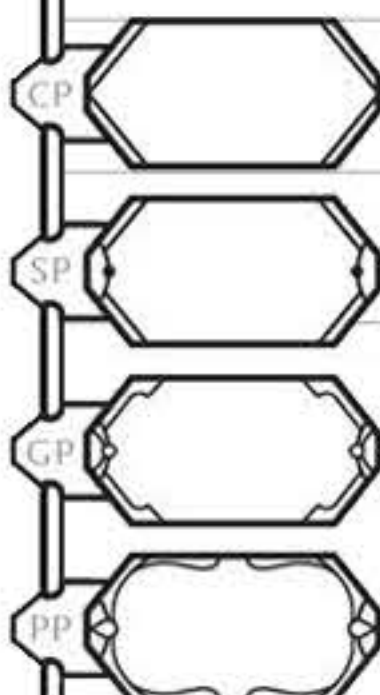
ATK BONUS

DAMAGE

ATTACKS

RESOURCES, CHARGES, & ABILITIES


OTHER PROFICIENCIES & LANGUAGES



ATTUNED ITEMS

EQUIPPED & ACCESSIBLE ITEMS

FEATURES & TRAITS



CHARACTER NAME

AGE

HEIGHT

WEIGHT

EYES

SKIN

HAIR

CHARACTER APPEARANCE

BACKGROUND

CHARACTER BACKSTORY

PERSONALITY TRAITS

IDEALS

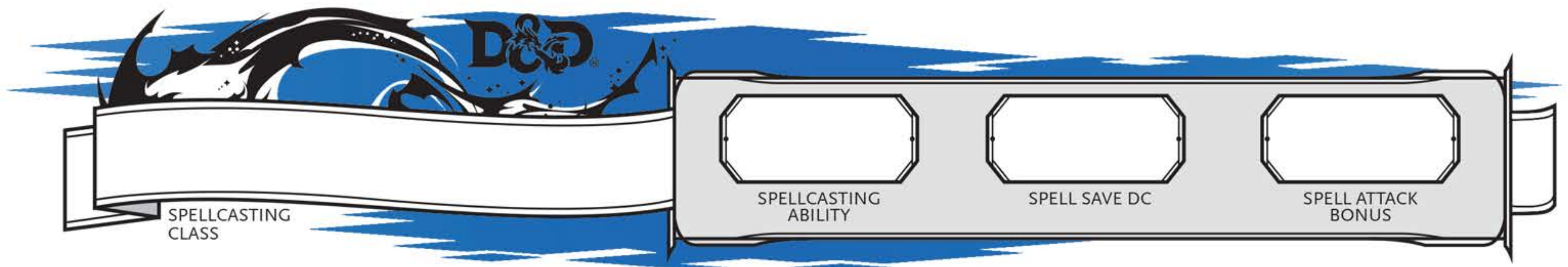
BONDS

FLAWS

ADDITIONAL FEATURES & TRAITS

NOTES

STOWED ITEMS & TREASURE



0 CANTRIPS


[illegible]

SPELL LEVEL

SLOTS TOTAL

SLOTS EXPENDED

1

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