

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

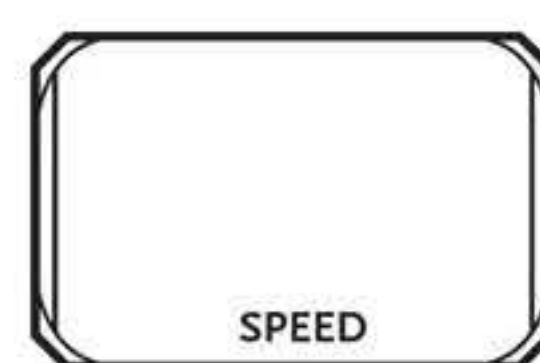
PASSIVE WISDOM (PERCEPTION)



$$\text{ARMOR CLASS} = \text{Dexterity Modifier} + \text{Armor} + \text{Shield} + \text{Misc}$$



INITIATIVE



SPEED

Hit Point Maximum

CURRENT HIT POINTS

Total

HIT DICE

SUCCESSSES

FAILURES

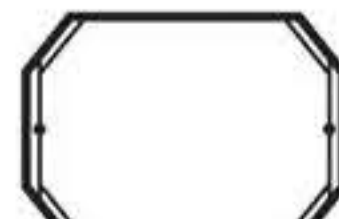
DEATH SAVES

SPELL LEVEL SLOTS TOTAL SLOTS EXPENDED

- | SPELL LEVEL | SLOTS TOTAL | SLOTS EXPENDED |
|-------------|-------------|----------------|
| 1           |             | ○ ○ ○ ○ ○      |
| 2           |             | ○ ○ ○ ○ ○      |
| 3           |             | ○ ○ ○ ○ ○      |
| 4           |             | ○ ○ ○ ○ ○      |
| 5           |             | ○ ○ ○ ○ ○      |
| 6           |             | ○ ○            |
| 7           |             | ○ ○            |
| 8           |             | ○              |
| 9           |             | ○              |



SPELL SAVE DC



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

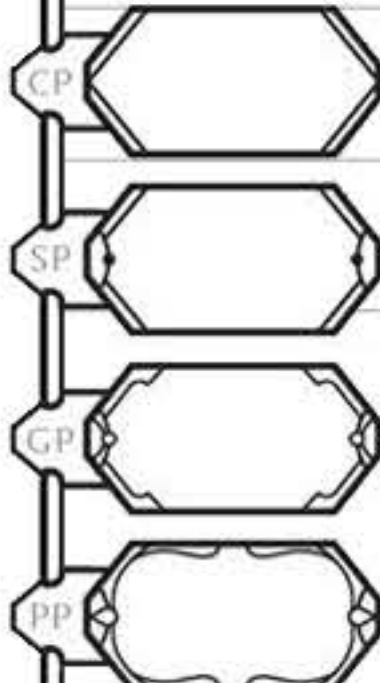
ATK BONUS

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



