

CHARACTER NAME

CLASS & LEVEL

BACKGROUND

PLAYER NAME

RACE

ALIGNMENT

EXPERIENCE POINTS

STRENGTH

DEXTERITY

CONSTITUTION

INTELLIGENCE

WISDOM

CHARISMA

INSPIRATION

PROFICIENCY BONUS

Bonus

___ Strength
___ Dexterity
___ Constitution
___ Intelligence
___ Wisdom
___ Charisma

SAVING THROWS

Bonus

___ Acrobatics
___ Animal Handling
___ Arcana
___ Athletics
___ Deception
___ History
___ Insight
___ Intimidation
___ Investigation
___ Medicine
___ Nature
___ Perception
___ Performance
___ Persuasion
___ Religion
___ Sleight of Hand
___ Stealth
___ Survival

SKILLS

PASSIVE WISDOM (PERCEPTION)

OTHER PROFICIENCIES & LANGUAGES

ARMOR CLASS

INITIATIVE

SPEED

Hit Point Rolls

H P

TEMPORARY HIT POINTS

Total

HIT DICE

SUCCESSSES

FAILURES

DEATH SAVES

ARMOR TYPE

Base Armor Bonus Armor

EXHAUSTION

Bonus Initiative Bonus Speed

STATS

NAME

ATK BONUS

DAMAGE/TYPE

ATTACKS & SPELLCASTING

CP

SP

EP

GP

PP

EQUIPMENT

FEATURES & TRAITS



SPELLCASTING
CLASS

SPELLCASTING
ABILITY

SPELL SAVE DC

SPELL ATTACK
BONUS

0

CANTRIPS

3

6

SPELL
LEVEL

SLOTS TOTAL

SLOTS EXPENDED

1

4

7

PREPARED

SPELL NAME

5

8

2

5

9

SPELLS KNOWN



AGE	HEIGHT	WEIGHT
EYES	SKIN	HAIR

CHARACTER NAME

CHARACTER APPEARANCE

NAME

SYMBOL

ALLIES & ORGANIZATIONS

CHARACTER BACKSTORY

ADDITIONAL FEATURES & TRAITS

TREASURE