

|                         |                        |                     |                            |
|-------------------------|------------------------|---------------------|----------------------------|
| CHARACTER NAME<br><hr/> | CLASS & LEVEL<br><hr/> | BACKGROUND<br><hr/> | PLAYER NAME<br><hr/>       |
| <hr/>                   | RACE<br><hr/>          | ALIGNMENT<br><hr/>  | EXPERIENCE POINTS<br><hr/> |

**STRENGTH**  


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**DEXTERITY**  


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**CONSTITUTION**  


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**INTELLIGENCE**  


---

**WISDOM**  


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**CHARISMA**  


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**INSPIRATION**  


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**PROFICIENCY BONUS**  


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\_\_\_ Strength  
 \_\_\_ Dexterity  
 \_\_\_ Constitution  
 \_\_\_ Intelligence  
 \_\_\_ Wisdom  
 \_\_\_ Charisma  
**SAVING THROWS**

\_\_\_ 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)  
**SKILLS**

**ARMOR CLASS**  


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**INITIATIVE**  


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**SPEED**  


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Hit Point Maximum \_\_\_\_\_  
**CURRENT HIT POINTS**

**TEMPORARY HIT POINTS**

Total \_\_\_\_\_  
**HIT DICE**

SUCCESSES      
 FAILURES      
**DEATH SAVES**

**PERSONALITY TRAITS**

**IDEALS**

**BONDS**

**FLAWS**

| NAME | ATK BONUS | DAMAGE/TYPE |
|------|-----------|-------------|
|      |           |             |
|      |           |             |
|      |           |             |

**ATTACKS & SPELLCASTING**

**FEATURES & TRAITS**

**PASSIVE WISDOM (PERCEPTION)**  


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**OTHER PROFICIENCIES & LANGUAGES**

**CP**  


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**SP**  


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**EP**  


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**GP**  


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**PP**  


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**EQUIPMENT**



|      |        |        |
|------|--------|--------|
| AGE  | HEIGHT | WEIGHT |
| EYES | SKIN   | HAIR   |

CHARACTER NAME

CHARACTER APPEARANCE

ALLIES & ORGANIZATIONS

NAME

SYMBOL

CHARACTER BACKSTORY

ADDITIONAL FEATURES & TRAITS

TREASURE



SPELLCASTING CLASS

SPELLCASTING ABILITY

SPELL SAVE DC

SPELL ATTACK BONUS

0 CANTRIPS

\_\_\_\_\_

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SPELL LEVEL SLOTS TOTAL SLOTS EXPENDED

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PREPARED SPELL NAME

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SPELLS KNOWN