

CLASS & LEVEL

BACKGROUND

PLAYER NAME

CHARACTER NAME

RACE

ALIGNMENT

EXPERIENCE POINTS

STRENGTH

DEXTERITY

CONSTITUTION

INTELLIGENCE

WISDOM

CHARISMA

INSPIRATION

PROFICIENCY BONUS

___ 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 **INITIATIVE** **SPEED**
 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)

OTHER PROFICIENCIES & LANGUAGES

CP _____
SP _____
EP _____
GP _____
PP _____
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

Blank lines for cantrips

SPELL LEVEL SLOTS TOTAL SLOTS EXPENDED

PREPARED SPELL NAME

Table for spell preparation (levels 0-2)

2

Table for spell preparation (levels 2-9)

3

Table for spell preparation (levels 3-5)

4

Table for spell preparation (levels 4-7)

5

Table for spell preparation (levels 5-9)

6

Table for spell preparation (levels 6-8)

7

Table for spell preparation (levels 7-9)

8

Table for spell preparation (levels 8-9)

9

Table for spell preparation (levels 9)

SPELLS KNOWN