

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

EQUIPMENT

CP _____

SP _____

EP _____

GP _____

PP _____



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

CHARACTER NAME

CHARACTER APPEARANCE

ALLIES & ORGANIZATIONS

NAME

SYMBOL

CHARACTER BACKSTORY

ADDITIONAL FEATURES & TRAITS

TREASURE



SPELLCASTING ABILITY SPELL SAVE DC SPELL ATTACK BONUS

0 CANTRIPS

Horizontal lines for Cantrips

SPELL LEVEL SLOTS TOTAL SLOTS EXPENDED

1

PREPARED SPELL NAME

Vertical lines for Spell Name

2

Vertical lines for Spell Name

3

Vertical lines for Spell Name

4

Vertical lines for Spell Name

5

Vertical lines for Spell Name

6

Vertical lines for Spell Name

7

Vertical lines for Spell Name

8

Vertical lines for Spell Name

9

Vertical lines for Spell Name

SPELLS KNOWN