

CHARACTER NAME _____ _____ _____	CLASS & LEVEL _____ _____	BACKGROUND _____ _____	PLAYER 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 writing cantrips.

SPELL LEVEL

SLOTS TOTAL

SLOTS EXPENDED

1

SPELL NAME

PREPARED

Vertical column of circles for tracking prepared spells.

2

Blank lines for writing spells at level 2.

3

Blank lines for writing spells at level 3.

4

Blank lines for writing spells at level 4.

5

Blank lines for writing spells at level 5.

6

Blank lines for writing spells at level 6.

7

Blank lines for writing spells at level 7.

8

Blank lines for writing spells at level 8.

9

Blank lines for writing spells at level 9.

SPELLS KNOWN