



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



CHARACTER NAME

AGE	HEIGHT	WEIGHT
EYES	SKIN	HAIR



<p>NAME</p> <p>SYMBOL</p>	<p>ALLIES & ORGANIZATIONS</p>

CHARACTER BACKSTORY

ADDITIONAL FEATURES & TRAITS

TREASURE

SPELLCASTING CLASS

SPELLCASTING ABILITY

SPELL SAVE DC

SPELL ATTACK BONUS

0

CANTRIPS

3

6

SPELL LEVEL

SLOTS TOTAL

SLOTS EXPENDED

1

PREPARED

SPELL NAME

7

4

8

2

5

9

SPELLS KNOWN