



CLASS & LEVEL

BACKGROUND

ALIGNMENT

PLAYER NAME

RACE

EXPERIENCE POINTS

CHARACTER NAME

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 MAX

CURRENT HIT POINTS

TEMPORARY HIT POINTS

HIT DICE

DEATH SAVES

SUCCESSSES

FAILURES

PERSONALITY TRAITS

IDEALS

BONDS

FLAWS

| NAME | ATK BONUS | DAMAGE/TYPE |
|------|-----------|-------------|
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ATTACKS & SPELLCASTING

CP **SP** **EP** **GP** **PP**

EQUIPMENT

PASSIVE WISDOM (PERCEPTION)

OTHER PROFICIENCIES & LANGUAGES

FEATURES & TRAITS

FEATURES & TRAITS



CHARACTER NAME

AGE

HEIGHT

WEIGHT

EYES

SKIN

HAIR

FACTION

CHARACTER APPEARANCE

ALLIES & ORGANIZATIONS

ADDITIONAL FEATURES & TRAITS

CHARACTER BACKSTORY

TREASURE



SPELLCASTING ABILITY

SPELL SAVE DC

SPELL ATTACK BONUS

0 CANTRIPS

Blank lines for level 0 spells

SPELL LEVEL SLOTS TOTAL SLOTS EXPENDED

PREPARED SPELL NAME

SPELLS KNOWN

2

Blank lines for level 2 spells

3

Blank lines for level 3 spells

4

Blank lines for level 4 spells

5

Blank lines for level 5 spells

6

Blank lines for level 6 spells

7

Blank lines for level 7 spells

8

Blank lines for level 8 spells

9

Blank lines for level 9 spells