

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

PASSIVE WISDOM (PERCEPTION)

OTHER PROFICIENCIES & LANGUAGES

CP

SP

EP

GP

PP

EQUIPMENT

FEATURES & TRAITS



AGE	HEIGHT	WEIGHT
EYES	SKIN	HAIR

CHARACTER NAME

CHARACTER APPEARANCE

ALLIES & ORGANIZATIONS

NAME

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SYMBOL

CHARACTER BACKSTORY

ADDITIONAL FEATURES & TRAITS

TREASURE



SPELLCASTING CLASS

SPELLCASTING ABILITY

SPELL SAVE DC

SPELL ATTACK BONUS

0

CANTRIPS

6 horizontal lines for writing cantrips.

SPELL LEVEL

SLOTS TOTAL

SLOTS EXPENDED

1

SPELL NAME

PREPARED

13 radio buttons for tracking prepared spells.

3

13 horizontal lines for writing spells.

4

13 horizontal lines for writing spells.

5

13 horizontal lines for writing spells.

6

7 horizontal lines for writing spells.

7

7 horizontal lines for writing spells.

8

7 horizontal lines for writing spells.

9

7 horizontal lines for writing spells.

SPELLS KNOWN