

CHARACTER NAME <hr/>	CLASS & LEVEL <hr/>	BACKGROUND <hr/>	PLAYER NAME <hr/>
<hr/>	RACE <hr/>	ALIGNMENT <hr/>	EXPERIENCE POINTS <hr/>

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

CHARACTER BACKSTORY

ADDITIONAL FEATURES & TRAITS

TREASURE



SPELLCASTING CLASS

SPELLCASTING ABILITY

SPELL SAVE DC

SPELL ATTACK BONUS

0 CANTRIPS

Blank lines for level 0 spells

SPELL LEVEL SLOTS TOTAL SLOTS EXPENDED

1

PREPARED

SPELL NAME

Preparation circles and blank lines for level 1 spells

2

Preparation circles and blank lines for level 2 spells

3

Preparation circles and blank lines for level 3 spells

4

Preparation circles and blank lines for level 4 spells

5

Preparation circles and blank lines for level 5 spells

6

Preparation circles and blank lines for level 6 spells

7

Preparation circles and blank lines for level 7 spells

8

Preparation circles and blank lines for level 8 spells

9

Preparation circles and blank lines for level 9 spells

SPELLS KNOWN