

CHARACTER NAME

CLASS & LEVEL

BACKGROUND

PLAYER NAME

RACE

ALIGNMENT

EXPERIENCE POINTS

INSPIRATION

PROFICIENCY BONUS

STRENGTH

- ◇ \_\_\_ SAVING THROWS
- \_\_\_ ATHLETICS

DEXTERITY

- ◇ \_\_\_ SAVING THROWS
- \_\_\_ ACROBATICS
- \_\_\_ SLEIGHT OF HAND
- \_\_\_ STEALTH

CONSTITUTION

- ◇ \_\_\_ SAVING THROWS

INTELLIGENCE

- ◇ \_\_\_ SAVING THROWS
- \_\_\_ ARCANA
- \_\_\_ HISTORY
- \_\_\_ INVESTIGATION
- \_\_\_ NATURE
- \_\_\_ RELIGION

WISDOM

- ◇ \_\_\_ SAVING THROWS
- \_\_\_ ANIMAL HANDLING
- \_\_\_ INSIGHT
- \_\_\_ MEDICINE
- \_\_\_ PERCEPTION
- \_\_\_ SURVIVAL

CHARISMA

- ◇ \_\_\_ SAVING THROWS
- \_\_\_ DECEPTION
- \_\_\_ INTIMIDATION
- \_\_\_ PERFORMANCE
- \_\_\_ PERSUASION

PASSIVE WISDOM (PERCEPTION)

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

WEAPONS & ATTACKS

FEATURES & TRAITS

OTHER PROFICIENCIES & LANGUAGES

CP

SP

EP

GP

PP

Wt

Wt

Carry Capacity:

EQUIPMENT

Total Weight:



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