

CHARACTER NAME	CLASS & LEVEL	BACKGROUND	PLAYER NAME
	RACE	ALIGNMENT	EXPERIENCE POINTS

PROFICIENCY BONUS

INSPIRATION

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

ATTACKS & SPELLCASTING

FEATURES & TRAITS

OTHER PROFICIENCIES & LANGUAGES

CP

SP

EP

GP

PP

EQUIPMENT & CHARACTER NOTES



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

Blank lines for cantrips

SPELL LEVEL SLOTS TOTAL SLOTS EXPENDED

1

PREPARED

SPELL NAME

Table for spell level 1 with columns for spell name and prepared status

2

Table for spell level 2 with prepared status checkboxes

3

Table for spell level 3 with prepared status checkboxes

4

Table for spell level 4 with prepared status checkboxes

5

Table for spell level 5 with prepared status checkboxes

6

Table for spell level 6 with prepared status checkboxes

7

Table for spell level 7 with prepared status checkboxes

8

Table for spell level 8 with prepared status checkboxes

9

Table for spell level 9 with prepared status checkboxes

SPELLS KNOWN