

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

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 level 1 spells with columns for spell level, slots total, slots expended, and spell name

2

Table for level 2 spells

3

Table for level 3 spells

4

Table for level 4 spells

5

Table for level 5 spells

6

Table for level 6 spells

7

Table for level 7 spells

8

Table for level 8 spells

9

Table for level 9 spells

SPELLS KNOWN