

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

Horizontal lines for cantrip entries

SPELL LEVEL SLOTS TOTAL SLOTS EXPENDED

1

PREPARED SPELL NAME

Vertical list of circles for spell preparation

2

Vertical list of circles for spell preparation

3

Vertical list of circles for spell preparation

4

Vertical list of circles for spell preparation

5

Vertical list of circles for spell preparation

6

Vertical list of circles for spell preparation

7

Vertical list of circles for spell preparation

8

Vertical list of circles for spell preparation

9

Vertical list of circles for spell preparation

SPELLS KNOWN