

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

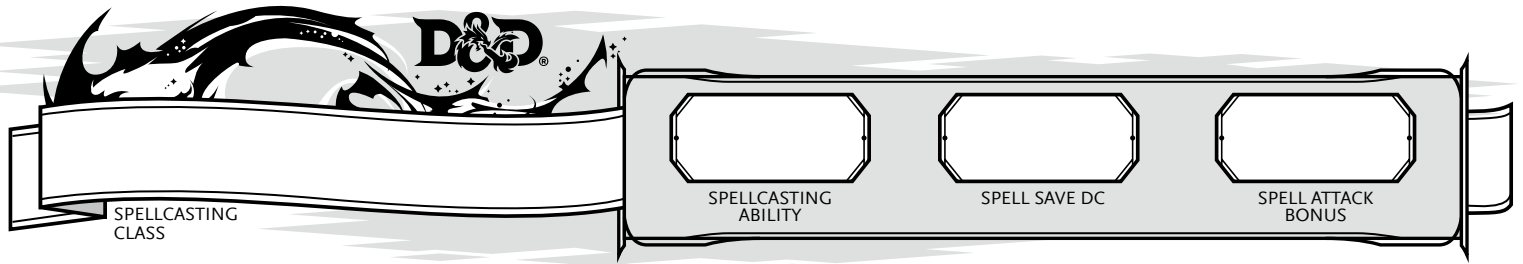
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SYMBOL

CHARACTER BACKSTORY

ADDITIONAL FEATURES & TRAITS

TREASURE



SPELLCASTING CLASS

<input type="text"/>	<input type="text"/>	<input type="text"/>
SPELLCASTING ABILITY	SPELL SAVE DC	SPELL ATTACK BONUS

0 CANTRIPS

Lined area for level 0 spells

SPELL LEVEL	SLOTS TOTAL	SLOTS EXPENDED
1	<input type="text"/>	<input type="text"/>

PREPARED

SPELL NAME
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2

Lined area for level 2 spells

3

Lined area for level 3 spells

4

Lined area for level 4 spells

5

Lined area for level 5 spells

6

Lined area for level 6 spells

7

Lined area for level 7 spells

8

Lined area for level 8 spells

9

Lined area for level 9 spells

SPELLS KNOWN