



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

STRENGTH

DEXTERITY

CONSTITUTION

INTELLIGENCE

WISDOM

CHARISMA

INSPIRATION

PROFICIENCY BONUS

SAVING THROWS

- Strength
- Dexterity
- Constitution
- Intelligence
- Wisdom
- Charisma

SKILLS

- Athletics (Str)
- Acrobatics (Dex)
- Sleight of Hand (Dex)
- Stealth (Dex)
- Arcana (Int)
- History (Int)
- Investigation (Int)
- Nature (Int)
- Religion (Int)
- Animal Handling (Wis)
- Insight (Wis)
- Medicine (Wis)
- Perception (Wis)
- Survival (Wis)
- Deception (Cha)
- Intimidation (Cha)
- Performance (Cha)
- Persuasion (Cha)

PASSIVE WISDOM (PERCEPTION)

LANGUAGES

PROFICIENCIES

ARMOR CLASS

INITIATIVE

SPEED

Hit Point Maximum _____

CURRENT HIT POINTS

TEMPORARY HIT POINTS

Total _____

HIT DICE

SUCCESSES

FAILURES

DEATH SAVES

SPELLCASTING ABILITY

SPELL SAVE DC

SPELL ATTACK BONUS

NAME	ATK BONUS	DAMAGE/TYPE

ATTACKS

CP

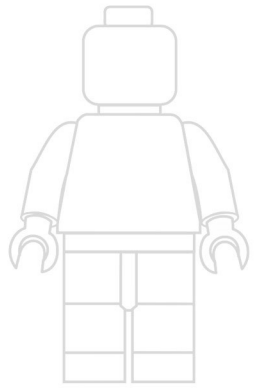
SP

EP

GP

PP

EQUIPMENT



FEATURES & TRAITS



CHARACTER NAME

AGE	HEIGHT	WEIGHT
EYES	SKIN	HAIR

PERSONALITY TRAITS

IDEALS

BONDS

FLAWS

ALLIES & ORGANIZATIONS

NAME

SYMBOL

ADDITIONAL FEATURES & TRAITS

TREASURE

CHARACTER BACKSTORY



SPELLCASTING CLASS

SPELLCASTING ABILITY

SPELLCASTING ABILITY

SPELL SAVE DC

SPELL SAVE DC

SPELL ATTACK BONUS

SPELL ATTACK BONUS

0 CANTRIPS

3

6

SPELL LEVEL SLOTS TOTAL SLOTS EXPENDED

1

4

7

PREPARED SPELL NAME

- Vertical list of circles for spell preparation

4

7

2

5

8

9

- Vertical list of circles for spell preparation

- Vertical list of circles for spell preparation

SPELLS KNOWN

- Vertical list of circles for spell preparation