

CLASS & LEVEL

SUBCLASS

PLAYER NAME

CHARACTER NAME

RACE

BACKGROUND

INSPIRATION

**STRENGTH**

**DEXTERITY**

**CONSTITUTION**

**INTELLIGENCE**

**WISDOM**

**CHARISMA**

**INITIATIVE**

**PROFICIENCY BONUS**

\_\_\_ Strength  
 \_\_\_ Dexterity  
 \_\_\_ Constitution  
 \_\_\_ Intelligence  
 \_\_\_ Wisdom  
 \_\_\_ Charisma  
**SAVING THROWS**

\_\_\_ Acrobatics (Dex)  
 \_\_\_ Animal Handling (Wis)  
 \_\_\_ Arcana (Int)  
 \_\_\_ Athletics (Str)  
 \_\_\_ Deception (Cha)  
 \_\_\_ History (Int)  
 \_\_\_ Insight (Wis)  
 \_\_\_ Intimidation (Cha)  
 \_\_\_ Investigation (Int)  
 \_\_\_ Medicine (Wis/Int)  
 \_\_\_ Science (Int)  
 \_\_\_ Perception (Wis)  
 \_\_\_ Performance (Cha)  
 \_\_\_ Persuasion (Cha)  
 \_\_\_ Religion (Int)  
 \_\_\_ Sleight of Hand (Dex)  
 \_\_\_ Stealth (Dex)  
 \_\_\_ Survival (Wis)  
**SKILLS**

DEF	ARMOR	SPEED
CURRENT	MAX	TEMP
HIT POINTS		
MANA/OTHER		
Total	SUCCESSES <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	
HIT DICE	FAILURES <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	
DEATH SAVES		

**RESISTANT**

**VULNERABLE**

NAME	ATK BONUS	DAMAGE/TYPE

**ATTACKS & WEAPONS**

**PASSIVE WISDOM (PERCEPTION)**

**OTHER PROFICIENCIES & LANGUAGES**

SPELL SAVE DC	SPELL ATTACK MOD

**SPELLS & CANTRIPS**

**FEATURES & TRAITS**



AGE	HEIGHT	WEIGHT
EYES	SKIN	HAIR

CHARACTER NAME

CE  
 SE  
 EP  
 CF  
 PE  
 CARRYING WEIGHT  
 CARRYING CAPACITY  
 EQUIPMENT

MAGIC ITEMS

ALLIES & CONTACTS

TREASURE

ADDITIONAL FEATURES & TRAITS



SPELLCASTING CLASS

SPELLCASTING ABILITY

SPELL SAVE DC

SPELL ATTACK BONUS

0 CANTRIPS

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SPELL LEVEL SLOTS TOTAL SLOTS EXPENDED

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PREPARED SPELL NAME

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SPELLS KNOWN