

CLASS & LEVEL \_\_\_\_\_ BACKGROUND \_\_\_\_\_

ALIGNMENT \_\_\_\_\_ PLAYER NAME \_\_\_\_\_

RACE \_\_\_\_\_ EXPERIENCE POINTS \_\_\_\_\_

**CHARACTER NAME**

**STRENGTH**

**DEXTERITY**

**CONSTITUTION**

**INTELLIGENCE**

**WISDOM**

**CHARISMA**

INSPIRATION \_\_\_\_\_

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)

Nature (Int)

Perception (Wis)

Performance (Cha)

Persuasion (Cha)

Religion (Int)

Sleight of Hand (Dex)

Stealth (Dex)

Survival (Wis)

ARMOR CLASS \_\_\_\_\_

INITIATIVE \_\_\_\_\_

SPEED \_\_\_\_\_

HIT POINT MAX \_\_\_\_\_

CURRENT HIT POINTS \_\_\_\_\_

TEMPORARY HIT POINTS \_\_\_\_\_

TOTAL \_\_\_\_\_

HIT DICE \_\_\_\_\_

SUCCESSES \_\_\_\_\_

FAILURES \_\_\_\_\_

DEATH SAVES \_\_\_\_\_

PERSONALITY TRAITS \_\_\_\_\_

IDEALS \_\_\_\_\_

BONDS \_\_\_\_\_

FLAWS \_\_\_\_\_

NAME	ATK BONUS	DAMAGE/TYPE

CP \_\_\_\_\_ SP \_\_\_\_\_ EP \_\_\_\_\_ GP \_\_\_\_\_ PP \_\_\_\_\_

EQUIPMENT \_\_\_\_\_

PASSIVE WISDOM (PERCEPTION) \_\_\_\_\_

OTHER PROFICIENCIES & LANGUAGES \_\_\_\_\_

FEATURES & TRAITS \_\_\_\_\_



CHARACTER NAME

AGE

HEIGHT

WEIGHT

EYES

SKIN

HAIR

FACTION

CHARACTER APPEARANCE

ALLIES & ORGANIZATIONS

ADDITIONAL FEATURES & TRAITS

CHARACTER BACKSTORY

TREASURE



SPELLCASTING ABILITY

SPELL SAVE DC

SPELL ATTACK BONUS

0 CANTRIPS

Blank lines for level 0 spells.

1 SPELL LEVEL, SLOTS TOTAL, SLOTS EXPENDED

PREPARED SPELL NAME

2

Blank lines for level 2 spells.

3

Blank lines for level 3 spells.

4

Blank lines for level 4 spells.

5

Blank lines for level 5 spells.

6

Blank lines for level 6 spells.

7

Blank lines for level 7 spells.

8

Blank lines for level 8 spells.

9

Blank lines for level 9 spells.

SPELLS KNOWN