

CHARACTER NAME

CLASS & LEVEL _____ **PLAYER NAME** _____

RACE _____ **ALIGNMENT** _____ **EXPERIENCE POINTS** _____

PROFICIENCY PASSIVE PERCEPTION

INSPIRATION PASSIVE INSIGHT

AC _____ **DR** _____

Damage Reduction by Damage Type

Hit Point Maximum _____ Temporary Hit Points _____

Bloodied _____ Beaten _____

Total _____ **HIT DICE** _____

SUCCESSSES

FAILURES

DEATH SAVES _____

INITIATIVE _____ SPEED _____ CLASS DICE _____

EXHAUSTION

FEATS

STRENGTH

SAVING THROWS

ATHLETICS

DEXTERITY

SAVING THROWS

ACROBATICS

SLEIGHT OF HAND

STEALTH

CONSTITUTION

SAVING THROWS

ENDURANCE

WOUNDS

WOUND THRESHOLD _____

INTELLIGENCE

SAVING THROWS

ARCANA

HISTORY

INVESTIGATION

NATURE

RELIGION

WISDOM

SAVING THROWS

ANIMAL HANDLING

INSIGHT

MEDICINE

PERCEPTION

SURVIVAL

CHARISMA

SAVING THROWS

DECEPTION

INTIMIDATION

PERFORMANCE

PERSUASION

SPELLCASTING ABILITY _____ **SPELL SAVE DC** _____ **SPELL ATTACK BONUS** _____

WEAPON _____ **TYPE** _____

RANGE _____ ATK BONUS _____ DAMAGE _____

WEAPON _____ **TYPE** _____

RANGE _____ ATK BONUS _____ DAMAGE _____

WEAPON _____ **TYPE** _____

RANGE _____ ATK BONUS _____ DAMAGE _____

ATTACKS

FEATURES

SKILL (SUBSKILL)	BONUS	PROFICIENCY	POINTS
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SUBSKILLS

PROFICIENCIES

LIGHT ARMOUR MEDIUM ARMOUR HEAVY ARMOUR

SIMPLE WEAPONS MARTIAL WEAPONS SHIELDS

LANGUAGES

TOOLS & OTHER PROFICIENCIES

PREPARED AND STOWED ITEMS

CP _____ SP _____ EP _____ GP _____ PP _____

MAGIC ITEMS

Name _____ Attuned

Name _____ Attuned

Name _____ Attuned

Name _____ Attuned



AGE	HEIGHT	WEIGHT
EYES	SKIN	HAIR

CHARACTER NAME

CHARACTER APPEARANCE

PERSONALITY TRAITS

IDEALS

BONDS

FLAWS

BACKGROUND

ALLIES

ENEMIES

CHARACTER BACKSTORY

ADDITIONAL FEATURES & TRAITS

TREASURE



SPELLCASTING CLASS

SPELLCASTING ABILITY

SPELL SAVE DC

SPELL ATTACK BONUS

0

CANTRIPS

3

6

SPELL LEVEL

SLOTS TOTAL

SLOTS EXPENDED

1

PREPARED

SPELL NAME

4

7

8

2

5

9

SPELLS KNOWN