



CLASS & LEVEL

BACKGROUND

PLAYER NAME

CHARACTER NAME

RACE

SPEED

ALIGNMENT

EXPERIENCE POINTS

STRENGTH

SAVING THROWS

Strength ☐   
 Dexterity ☐   
 Constitution ☐   
 Intelligence ☐   
 Wisdom ☐   
 Charisma ☐

DEXTERITY

STRENGTH

Athletics ☐

DEXTERITY

Acrobatics ☐   
 Sleight of Hand ☐   
 Stealth ☐

CONSTITUTION

INTELLIGENCE

Arcana ☐   
 History ☐   
 Investigation ☐   
 Nature ☐   
 Religion ☐

INTELLIGENCE

WISDOM

Animal Handling ☐   
 Insight ☐   
 Medicine ☐   
 Perception ☐   
 Survival ☐

WISDOM

CHARISMA

Deception ☐   
 Intimidation ☐   
 Performance ☐   
 Persuasion ☐

CHARISMA

PASSIVE PERCEPTION

INSPIRATION

INITIATIVE

ARMOR

NAME

AC

WEIGHT

SHIELD

ADDITIONAL ITEMS

PP

GP

SP

CP

HIT POINTS

HIT DICE

CURRENT / TOTAL

MAXIMUM

DEATH SAVES

SUCCESSES ☐ ☐ ☐

FAILURES ☐ ☐ ☐

TEMPORARY  
HIT POINTS

ARMOR  
CLASS

PROFICIENCY  
BONUS

NAME

RANGE

ATK BONUS

DAMAGE

TYPE / WEIGHT

OTHER PROFICIENCIES

FEATURES & TRAITS

LANGUAGES

EQUIPMENT



CHARACTER NAME

AGE

HEIGHT

WEIGHT

EYES

SKIN

HAIR

CHARACTER APPEARANCE

CHARACTER BACKSTORY

PERSONALITY TRAITS

IDEALS

BONDS

FLAWS

ADDITIONAL EQUIPMENT

NOTES

SPELLCASTING CLASS

SPELLCASTING ABILITY

SPELL SAVE DC  
8 + PROFICIENCY BONUS +  
SPELLCASTING ABILITY MODIFIER

SPELL ATTACK MODIFIER  
PROFICIENCY BONUS +  
SPELLCASTING ABILITY MODIFIER

PREPARED SPELLS  
SPELLCASTING ABILITY MODIFIER +  
SPELLCASTING CLASS LEVEL  
(1/2 ROUND DOWN IF PALADIN)  
(MINIMUM ONE SPELL)

## 0 CANTRIPS

SPELL NAME

PAGE

SLOTS TOTAL

SLOTS EXPENDED

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