



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

PROFICIENCY BONUS

DEATH SAVES

SUCCESSES ☐ ☐ ☐

FAILURES ☐ ☐ ☐

TEMPORARY HIT POINTS

OTHER PROFICIENCIES

SPELL NAME

RANGE / SHAPE

DAMAGE

TARGET

COMPONENT

DURATION

NOTES

PAGE

SPELLCASTING ABILITY

SPELL SAVE DC

SPELL ATTACK BONUS

CLASS RESOURCE

CURRENT / MAXIMUM

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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