



CLASS & LEVEL

SUBCLASS

EXPERIENCE POINTS

CHARACTER NAME

PLAYER NAME

RACE

BACKGROUND

ALIGNMENT

SAVE

STRENGTH

SAVE

DEXTERITY

SAVE

CONSTITUTION

SAVE

INTELLIGENCE

SAVE

WISDOM

SAVE

CHARISMA

**SKILLS**

- ☐ 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)

**PROFICIENCY BONUS**

**STATUS**

**INITIATIVE**

**SPEED**

**INSPIRATION**

**PASSIVE INSIGHT**

**PASSIVE INVESTIGATION**

**PASSIVE PERCEPTION**

**ATTACKS**

Name	Atk Bonus	Damage/Type	Range/Properties

**HIT POINTS**

MAX	CURRENT	TEMP

**HIT DICE**

TYPE	USED	MAX
d		

**DEATH SAVES**

SUCCESSSES

FAILURES

**ARMOR CLASS**

**ARMOR**

Name	Base AC	Properties

**EXHAUSTION CONDITIONS**

1	2	3	4	5	6
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**PROFICIENCIES, LANGUAGES, & FEATS**

**TREASURE & EQUIPMENT**

PP

GP

EP

SP

CP

**FEATURES & TRAITS**

**TOME OF HEROES**

**BACKSTORY**

Homeland

**CHARACTER APPEARANCE****CHARACTER NAME**

AGE

HEIGHT

WEIGHT

EYES

SKIN

HAIR

**PERSONALITY TRAITS****IDEALS****BONDS****FLAWS****ALLIES & ORGANIZATIONS****ADDITIONAL FEATURES & TRAITS****ADDITIONAL TREASURE**



SPELLCASTER CLASS

ABILITY

SAVE DC

BONUS

CHARACTER NAME

0

Cantrips


Total Slots

Expended Slots

1


Total Slots

Expended Slots

2


3


Total Slots

Expended Slots

4


Total Slots

Expended Slots

5


6


Total Slots

Expended Slots

7


Total Slots

Expended Slots

8


Total Slots

Expended Slots

9
