



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

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

ALLIES & ORGANIZATIONS

ADDITIONAL FEATURES & TRAITS

PERSONALITY TRAITS

IDEALS

BONDS

FLAWS

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
