



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

PROFICIENCIES, LANGUAGES, & FEATS

TREASURE & EQUIPMENT

PP

GP

EP

SP

CP

FEATURES & TRAITS



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
