

CHARACTER NAME	CLASS & LEVEL	BACKGROUND	PLAYER NAME
	RACE	ALIGNMENT	EXPERIENCE POINTS

PROFICIENCY BONUS

INSPIRATION

STRENGTH

- ◇ ___ SAVING THROWS
- ___ ATHLETICS

DEXTERITY

- ◇ ___ SAVING THROWS
- ___ ACROBATICS
- ___ SLEIGHT OF HAND
- ___ STEALTH

CONSTITUTION

- ◇ ___ SAVING THROWS

INTELLIGENCE

- ◇ ___ SAVING THROWS
- ___ ARCANA
- ___ HISTORY
- ___ INVESTIGATION
- ___ NATURE
- ___ RELIGION

WISDOM

- ◇ ___ SAVING THROWS
- ___ ANIMAL HANDLING
- ___ INSIGHT
- ___ MEDICINE
- ___ PERCEPTION
- ___ SURVIVAL

CHARISMA

- ◇ ___ SAVING THROWS
- ___ DECEPTION
- ___ INTIMIDATION
- ___ PERFORMANCE
- ___ PERSUASION

PASSIVE WISDOM (PERCEPTION)

ARMOR CLASS

INITIATIVE

SPEED

HIT POINT MAXIMUM

CURRENT HIT POINTS

TEMPORARY HIT POINTS

Total

HIT DICE

SUCCESSES

FAILURES

DEATH SAVES

TRAITS

NAME	ATK BONUS	DAMAGE/TYPE

ATTACKS

FEATURES

OTHER PROFICIENCIES & LANGUAGES

EQUIPMENT

AGE	HEIGHT	WEIGHT
EYES	SKIN	HAIR

CHARACTER NAME

CHARACTER APPEARANCE

NAME

SYMBOL

ALLIES & ORGANIZATIONS

PERSONALITY TRAITS

IDEALS

BONDS

FLAWS

CHARACTER BACKSTORY

TREASURE

SPELLCASTING
CLASS

SPELLCASTING
ABILITY

SPELL SAVE DC

SPELL ATTACK
BONUS

0
CANTRIPS

SPELL LEVEL	SLOTS TOTAL	SLOTS EXPENDED
1		

PREPARED

0

SPELL NAME

2

3

4

5

6

7

8

9

SPELLS KNOWN