

CLASS & LEVEL

BACKGROUND

PLAYER NAME

CHARACTER NAME

RACE

ALIGNMENT

EXPERIENCE POINTS

**STRENGTH**

**DEXTERITY**

**CONSTITUTION**

**INTELLIGENCE**

**WISDOM**

**CHARISMA**

INSPIRATION

PROFICIENCY BONUS

- \_\_\_ Strength
- \_\_\_ Dexterity
- \_\_\_ Constitution
- \_\_\_ Intelligence
- \_\_\_ Wisdom
- \_\_\_ Charisma

SAVING THROWS

- \_\_\_ 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)

SKILLS

PASSIVE WISDOM (PERCEPTION)

OTHER PROFICIENCIES & LANGUAGES

ARMOR CLASS

INITIATIVE

SPEED

Hit Point Maximum \_\_\_\_\_

CURRENT HIT POINTS

TEMPORARY HIT POINTS

Total \_\_\_\_\_

HIT DICE

SUCCESSES

FAILURES

DEATH SAVES

PERSONALITY TRAITS

IDEALS

BONDS

FLAWS

NAME

ATK BONUS

DAMAGE/TYPE

ATTACKS & SPELLCASTING

CP

SP

EP

GP

PP

EQUIPMENT

FEATURES & TRAITS



SPELLCASTING CLASS

SPELLCASTING ABILITY

SPELL SAVE DC

SPELL ATTACK BONUS

0 CANTRIPS

Blank lines for cantrips

SPELL LEVEL SLOTS TOTAL SLOTS EXPENDED

1

PREPARED

SPELL NAME

Table for level 1 spells with checkboxes and lines

2

Table for level 2 spells with checkboxes and lines

3

Table for level 3 spells with checkboxes and lines

4

Table for level 4 spells with checkboxes and lines

5

Table for level 5 spells with checkboxes and lines

6

Table for level 6 spells with checkboxes and lines

7

Table for level 7 spells with checkboxes and lines

8

Table for level 8 spells with checkboxes and lines

9

Table for level 9 spells with checkboxes and lines

SPELLS KNOWN