

CHARACTER NAME	CLASS & LEVEL	BACKGROUND	PLAYER 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

ARMOR CLASS

INITIATIVE

SPEED

Hit Point Maximum _____

CURRENT HIT POINTS

TEMPORARY HIT POINTS

Total _____

SUCCESSES
 FAILURES

HIT DICE

DEATH SAVES

PERSONALITY TRAITS

IDEALS

BONDS

FLAWS

NAME	ATK BONUS	DAMAGE/TYPE

ATTACKS & SPELLCASTING

FEATURES & TRAITS

PASSIVE WISDOM (PERCEPTION)

OTHER PROFICIENCIES & LANGUAGES

CP

SP

EP

GP

PP

EQUIPMENT



AGE	HEIGHT	WEIGHT
EYES	SKIN	HAIR

CHARACTER NAME

CHARACTER APPEARANCE

ALLIES & ORGANIZATIONS

NAME

SYMBOL

CHARACTER BACKSTORY

ADDITIONAL FEATURES & TRAITS

TREASURE



SPELLCASTING CLASS

SPELLCASTING ABILITY

SPELL SAVE DC

SPELL ATTACK BONUS

0

CANTRIPS

Blank lines for writing cantrips.

SPELL LEVEL

SLOTS TOTAL

SLOTS EXPENDED

1

SPELL NAME

PREPARED

Vertical column of circles for tracking prepared spells.

2

Blank lines for writing spells at level 2.

3

Blank lines for writing spells at level 3.

4

Blank lines for writing spells at level 4.

5

Blank lines for writing spells at level 5.

6

Blank lines for writing spells at level 6.

7

Blank lines for writing spells at level 7.

8

Blank lines for writing spells at level 8.

9

Blank lines for writing spells at level 9.

SPELLS KNOWN