

CHARACTER NAME

CLASS & LEVEL

SUBCLASS

PLAYER NAME

RACE

BACKGROUND

INSPIRATION

STRENGTH

DEXTERITY

CONSTITUTION

INTELLIGENCE

WISDOM

CHARISMA

INITIATIVE

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/Int)
- ☐ Science (Int)
- ☐ Perception (Wis)
- ☐ Performance (Cha)
- ☐ Persuasion (Cha)
- ☐ Religion (Int)
- ☐ Sleight of Hand (Dex)
- ☐ Stealth (Dex)
- ☐ Survival (Wis)

SKILLS

PASSIVE WISDOM (PERCEPTION)

OTHER PROFICIENCIES & LANGUAGES

DEF

ARMOR

SPEED

CURRENT

MAX

TEMP

HIT POINTS

MANA/OTHER

Total

HIT DICE

SUCCESSSES

FAILURES

DEATH SAVES

RESISTANT

VULNERABLE

NAME

ATK BONUS

DAMAGE/TYPE

ATTACKS & WEAPONS

SPELL SAVE DC

SPELL ATTACK MOD

SPELLS & CANTRIPS

FEATURES & TRAITS



AGE	HEIGHT	WEIGHT
EYES	SKIN	HAIR

CHARACTER NAME

CF	
SC	
EP	
GP	
PC	
CARRYING WEIGHT	
CARRYING CAPACITY	
EQUIPMENT	

MAGIC ITEMS

ALLIES & CONTACTS

TREASURE

ADDITIONAL FEATURES & TRAITS



SPELLCASTING
CLASS

SPELLCASTING
ABILITY

SPELL SAVE DC

SPELL ATTACK
BONUS

0

CANTRIPS

3

6

SPELL
LEVEL

SLOTS TOTAL

SLOTS EXPENDED

1

PREPARED

SPELL NAME

4

7

8

2

5

9

SPELLS KNOWN