

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 \_\_\_\_\_  
**HIT DICE**

SUCCESSES ○○○○  
 FAILURES ○○○○  
**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

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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

PREPARED

SPELL NAME

Table for level 1 spells with columns for spell level, slots total, slots expended, prepared status, and spell name.

2

Table for level 2 spells with columns for spell level, slots total, slots expended, prepared status, and spell name.

3

Table for level 3 spells with columns for spell level, slots total, slots expended, prepared status, and spell name.

4

Table for level 4 spells with columns for spell level, slots total, slots expended, prepared status, and spell name.

5

Table for level 5 spells with columns for spell level, slots total, slots expended, prepared status, and spell name.

6

Table for level 6 spells with columns for spell level, slots total, slots expended, prepared status, and spell name.

7

Table for level 7 spells with columns for spell level, slots total, slots expended, prepared status, and spell name.

8

Table for level 8 spells with columns for spell level, slots total, slots expended, prepared status, and spell name.

9

Table for level 9 spells with columns for spell level, slots total, slots expended, prepared status, and spell name.

SPELLS KNOWN