

CHARACTER NAME

CLASS

LEVEL

BACKGROUND

PLAYER NAME

RACE

ALIGNMENT

CAMPAIGN

STRENGTH

DEXTERITY

CONSTITUTION

INTELLIGENCE

WISDOM

CHARISMA

INSPIRATION

PROFICIENCY BONUS

- ☐ Strength
- ☐ Dexterity
- ☐ Constitution
- ☐ Intelligence
- ☐ Wisdom
- ☐ Charisma

SAVING THROWS

BONUS

- ☐ Acrobatics
- ☐ Animal Handling
- ☐ Arcana
- ☐ Athletics
- ☐ Deception
- ☐ History
- ☐ Insight
- ☐ Intimidation
- ☐ Investigation
- ☐ Medicine
- ☐ Nature
- ☐ Perception
- ☐ Performance
- ☐ Persuasion
- ☐ Religion
- ☐ Sleight of Hand
- ☐ Stealth
- ☐ Survival

SKILLS

BONUS

ARMOR CLASS

INITIATIVE

SPEED

HIT POINTS

CURRENT HIT POINTS

TEMPORARY HIT POINTS

Total Die

Spent Hit Dice

SUCCESSSES

FAILURES

DEATH SAVES

PERSONALITY TRAITS

IDEALS

BONDS

FLAWS

MELEE ATTACK

BONUS

DAMAGE / TYPE

RANGED ATTACK

RANGE

BONUS

DAMAGE / TYPE

ATTACKS & SPELLCASTING

PASSIVE WISDOM (PERCEPTION)

OTHER PROFICIENCIES & LANGUAGES

MONEY, GEMS & ART

FEATURES & TRAITS



CHARACTER NAME

AGE

GENDER

HEIGHT

WEIGHT

EYES

SKIN

HAIR

CHARACTER APPEARANCE

### EQUIPMENT

HEAD

NECK

TORSO

BACK

MAIN HAND

OFF HAND

RIGHT RING

LEFT RING

WAIST

FEET

EXTRA WEAPON

TOTAL EQUIPMENT WEIGHT

EXTRA WEAPON

### BACKPACK

ITEM

WEIGHT

ITEM

WEIGHT

TOTAL WEIGHT WITH BAG

ENCUMBERED  
HEAVILY ENCUMBERED

### MOUNTS & VEHICLES

CHARACTER BACKSTORY

TREASURE



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