

Name	Race	Class	Level	Background
Armor Class	hit Dice		hit Points	

Abilities

Melee /  
Thrown Attack

Strength

Dexterity

Ranged /  
Finesse Attack

Constitution

Magic  
Attack

Wisdom

Intelligence

Magic Difficulty  
Class

Charisma

Spell Slots:

1<sup>st</sup> Level

2<sup>nd</sup> Level

3<sup>rd</sup> Level

4<sup>th</sup> Level

5<sup>th</sup> Level

6<sup>th</sup> Level

7<sup>th</sup> Level

8<sup>th</sup> Level

9<sup>th</sup> Level

Equipment & Prepared Spells

# Spellbook