

CLASS & LEVEL

BACKGROUND

PLAYER NAME

CHARACTER 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**

**PASSIVE WISDOM (PERCEPTION)**

\_\_\_\_\_

**OTHER PROFICIENCIES & LANGUAGES**

\_\_\_\_\_

**EQUIPMENT**

CP \_\_\_\_\_

SP \_\_\_\_\_

EP \_\_\_\_\_

GP \_\_\_\_\_

PP \_\_\_\_\_

**FEATURES & TRAITS**

\_\_\_\_\_



|      |        |        |
|------|--------|--------|
| 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