

CLASS	EXPERIENCE & LEVEL	BACKGROUND	PLAYER NAME
CHARACTER NAME	RACE	ALIGNMENT	HOMELAND

ARMOR
CLASS

INITIATIVE

SPEED

	Hit Point Maximum	Current	+
WEAPON	NAME	SKILL	ATK BNS
DIE	DMG BNS		

Total _____

SUCCESSES

HIT DICE

FAILURES

DEATH SAVES

PERSONALITY TRAITS

IDEALS

BONDS

FLAWS

AGE:	HEIGHT:	WEIGHT:
EYES:	SKIN:	HAIR:

STRENGTH

DEXTERITY

CONSTITUTION

INTELLIGENCE

WISDOM

CHARISMA

FACTION

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)
- ___ Engineering (Int)
- ___ Luck (???)

SKILLS

FEATURES & TRAITS

OTHER PROFICIENCIES & LANGUAGES

CHARACTER BACKSTORY

PASSIVE WISDOM (PERCEPTION)



INVENTORY

EQUIPMENT

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SPELLCASTING CLASS

SPELLCASTING ABILITY

SPELL SAVE DC

SPELL ATTACK BONUS

0

CANTRIPS

Blank lines for Cantrips

SPELL LEVEL SLOTS TOTAL SLOTS EXPENDED

1

SPELL NAME

PREPARED

Table for Level 1 spells with checkboxes

2

Table for Level 2 spells with checkboxes

3

Table for Level 3 spells with checkboxes

4

Table for Level 4 spells with checkboxes

5

Table for Level 5 spells with checkboxes

6

Table for Level 6 spells with checkboxes

7

Table for Level 7 spells with checkboxes

8

Table for Level 8 spells with checkboxes

9

Table for Level 9 spells with checkboxes

SPELLS KNOWN