CHARACTER NAME

SPECIES

BACKGROUND

LEVEL

ALIGNMENT

CLASS

PROF.

PASSIVE PERC.

PASSIVE INS.

MARTIAL DC

ARMOR CLASS

INITIATIVE

SPEED

STRENGTH

- ◇ Saving throw
- ◇ Athletics

MAXIMUM

CURRENT HIT POINTS

TEMPORARY HIT POINTS

HIT DICE

DEXTERITY

- ◇ Saving throw
- ◇ Acrobatics
- ◇ Sleight of Hand
- ◇ Stealth

Successes ◇◇◇

Failures ◇◇◇

DEATH SAVES

CONSTITUTION

- ◇ Saving throw

◇ Inspiration

INTELLIGENCE

- ◇ Saving throw
- ◇ Arcana
- ◇ History
- ◇ Investigation
- ◇ Nature
- ◇ Religion

WISDOM

- ◇ Saving throw
- ◇ Animal Handling
- ◇ Insight
- ◇ Medicine
- ◇ Perception
- ◇ Survival

CHARISMA

- ◇ Saving throw
- ◇ Deception
- ◇ Intimidation
- ◇ Performance
- ◇ Persuasion

ATTACKS

NAME	ATTACK	DAMAGE

SPELLCASTING

SPELL ATTACK

SPELL SAVE DC

ABILITY

Level 1		Level 2	
Level 3		Level 4	
Level 5		Level 6	
Level 7		Level 8	
Level 9			

PROFICIENCIES

ARMOR

WEAPONS

TOOLS

LANGUAGES

FEATURES AND TRAITS

LIMITED USES

NOTES

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CHARACTER NAME

ALIGNMENT	AGE	HEIGHT	WEIGHT
EYES	SKIN	HAIR	EXPERIENCE POINTS

CHARACTER APPEARANCE

PERSONALITY TRAITS

IDEALS

BONDS

FLAWS

BACKGROUND

ALLIES

ENEMIES

ADDITIONAL FEATURES AND TRAITS

EQUIPMENT

HEAD
AMULET
CLOAK
ARMOR
HANDS
RING
RING
BELT
BOOTS

CP	SP	EP	GP	PP

MAGIC ITEMS

BACKPACK AND STORAGE

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FEATURES AND TRAITS

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SPELLCASTING

CLASS | ABILITY | SPELL SAVE DC | SPELL ATTACK

C CANTRIPS

1 LEVEL 1

SLOTS | USED

2 LEVEL 2

SLOTS | USED

3 LEVEL 3

SLOTS | USED

4 LEVEL 4

SLOTS | USED

5 LEVEL 5

SLOTS | USED

6 LEVEL 6

SLOTS | USED

7 LEVEL 7

SLOTS | USED

8 LEVEL 8

SLOTS | USED

9 LEVEL 9

SLOTS | USED

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SPELLCASTING

NAME _____ LEVEL _____

CASTING TIME _____ RANGE _____ COMPONENTS _____

DURATION _____

NAME _____ LEVEL _____

CASTING TIME _____ RANGE _____ COMPONENTS _____

DURATION _____

NAME _____ LEVEL _____

CASTING TIME _____ RANGE _____ COMPONENTS _____

DURATION _____

NAME _____ LEVEL _____

CASTING TIME _____ RANGE _____ COMPONENTS _____

DURATION _____

NAME _____ LEVEL _____

CASTING TIME _____ RANGE _____ COMPONENTS _____

DURATION _____

NAME _____ LEVEL _____

CASTING TIME _____ RANGE _____ COMPONENTS _____

DURATION _____

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