CHARACTER NAME

SPECIES

BACKGROUND

LEVEL

ALIGNMENT

CLASS

PROF.

PASSIVE PERC.

PASSIVE INS.

PASSIVE INVESTIGATION

ARMOR CLASS

INITIATIVE

SPEED

TRAINING AND PROFICIENCIES

ARMOR TRAINING

WEAPONS

TOOLS

LANGUAGES

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

◇ Heroic Inspiration

FEATURES AND TRAITS

ATTACKS

NAME	ATTACK	DAMAGE	MASTERY

INTELLIGENCE

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

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			

LIMITED USES

WISDOM

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

NOTES

CHARISMA

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

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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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