

CHARACTER NAME

LEVEL & CLASS

BACKGROUND

PLAYER NAME

RACE

ALIGNMENT

EXPERIENCE POINTS

STRENGTH

DEXTERITY

CONSTITUTION

INTELLIGENCE

WISDOM

CHARISMA

STR

INT

DEX

WIS

CON

CHA

SAVING THROWS

RESISTANCES

SPELL SAVE DC

SPELL ATTACK BONUS

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

PASSIVE WISDOM (PERCEPTION)

PASSIVE WISDOM (INSIGHT)

MAXIMUM HIT POINTS

PROFICIENCY BONUS

ARMOR CLASS

INITIATIVE

DARKVISION

SPEED

Temporary HP

CURRENT HIT POINTS

MAX

DIE

USED

HIT DICE

SUCCESSES

FAILURES

DEATH SAVES

FEATURE

MAX

USED

LIMITED FEATURES

ARMOR

WEAPONS

LANGUAGES

TOOLS & OTHERS

PROFICIENCIES AND LANGUAGES

PERSONALITY TRAITS

IDEALS

BONDS

FLAWS

ATTACK NAME

TO HIT

DAMAGE

DESCRIPTION

AMMUNITION

ATTACKS: WEAPONS & CANTRIPS

FEATURES, TRAITS & FEATS

SPELLCASTING ABILITY

MAGIC FOCUS

SPELL SAVE DC

ATTACK MODIFIER

TO PREPARE

0

CANTRIPS

SPELL LEVEL

SPELL SLOTS

USED SLOTS

1

PREPARED

2

3

4

5

6

7

8

9

Copper pieces

10 cp = 1 sp

Silver pieces

5 sp = 1 ep

Electrum pieces

10 sp = 1 gp
2 ep = 1 gp

Gold pieces

10 gp = 1 pp

Platinum pcs

EQUIPMENT

Name

☐ Attuned

Description

MAGIC ITEM

Name

☐ Attuned

Description

MAGIC ITEM

Name

☐ Attuned

Description

MAGIC ITEM

Name

☐ Attuned

Description

MAGIC ITEM

NOTES