

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

MAXIMUM HIT POINTS

INITIATIVE

PROFICIENCY BONUS

DARKVISION

ARMOR CLASS

SPEED

Temporary HP

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

[illegible][illegible][illegible][illegible][illegible][illegible][illegible]

7

○ ○

○ ○ ○ ○ ○ ○ ○ ○ ○ ○

[illegible][illegible]

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