

CHARACTER NAME

LEVEL & CLASS

PLAYER NAME

BACKGROUND

RACE

EXPERIENCE

Next Level

STRENGTH

DEXTERITY

CONSTITUTION

INTELLIGENCE

WISDOM

CHARISMA

STR
DEX
CON

STR

DEX

CON

RESISTANCES

INT

WIS

CHA

SAVING THROWS

STR
DEX
CON

INT

WIS

CHA

STR

DEX

CON

INT

WIS

CHA

STR

DEX

CON

INT

WIS

CHA

STR

DEX

CON

INT

WIS

CHA

SKILLS

PASSIVE WISDOM (PERCEPTION)

SENSES

NAME

TOTAL

AMMUNITION

NAME

TOTAL

AMMUNITION

MAXIMUM
HIT POINTS

PROFICIENCY
BONUS

ARMOR
CLASS

Temporary Hit Points:

CURRENT HIT POINTS

INITIATIVE

SUCCESSES

FAILURES

DEATH
SAVES

LEVEL DIE USED

HIT DICE

ENCUMBERED

SPEED

FEATURE

MAX

RECOVER USED

LIMITED FEATURES

ACTIONS

BONUS ACTIONS

REACTIONS

ACTIONS

ATTACK NAME

RANGE

TO HIT

DAMAGE

DAMAGE TYPE

DESCRIPTION

ATTACKS: WEAPONS & CANTRIPS

AC

DESCRIPTION

Armor

Shield

Dex

☐ Medium Armor ☐ Heavy Armor

Magic

Misc

Misc

ARMOR

INSPIRATION

ABILITY
SAVE DC

STR
DEX
CON

INT

WIS

CHA

STR

DEX

CON

INT

WIS

CHA

ARMOR

☐ Light ☐ Medium ☐ Heavy ☐ Shields

WEAPONS

☐ Simple ☐ Martial ☐ Other Weapons:

LANGUAGES

TOOLS & OTHERS

PROFICIENCIES

CLASS FEATURES

PERSONALITY TRAITS

IDEALS

BONDS

FLAWS

Feature Name:

BACKGROUND FEATURE

RACIAL TRAITS

ADVENTURING GEAR#ADVENTURING GEAR#ADVENTURING GEAR| #CSE

NG



pp

NP

WEIGHT CARRIEDENCUMBEREDHEAVILY ENCUMBEREDPUSH/DRAG/LIFTSUBTOTAL

SUBTOTAL
EQUIPMENT

SUBTOTAL

[illegible]

MAGIC ITEM: _____ _____ _____ _____	☐ Attuned
MAGIC ITEM: _____ _____ _____ _____	☐ Attuned
MAGIC ITEM: _____ _____ _____ _____	☐ Attuned
MAGIC ITEM: _____ _____ _____ _____	☐ Attuned
MAGIC ITEM: _____ _____ _____ _____	☐ Attuned

MAGIC ITEMS



CHARACTER NAME

GENDER	AGE	SIZE	HEIGHT	WEIGHT
ALIGNMENT	FAITH	HAIR	EYES	SKIN

CHARACTER PORTRAIT

ALLIES & ORGANIZATIONS

ORGANIZATION

SYMBOL

APPEARANCE

LIFESTYLE

DAILY PRICE

ENEMIES

CHARACTER HISTORY

CHARACTER NAME

1ST LEVEL	2ND LEVEL	3RD LEVEL	4TH LEVEL	5TH LEVEL	6TH LEVEL	7TH LEVEL	8TH LEVEL	9TH LEVEL
SPELL SLOTS								