

CHARACTER NAME

RACE

BACKGROUND

ALIGNMENT

EXPERIENCE POINTS

PROFICIENCY

PASSIVE PERCEPTION

INSPIRATION

PASSIVE INSIGHT

STRENGTH

— SAVING THROWS

— ATHLETICS

DEXTERITY

— SAVING THROWS

— ACROBATICS

— SLEIGHT OF HAND

— STEALTH

CONSTITUTION

— SAVING THROWS

INTELLIGENCE

— SAVING THROWS

— ARCANA

— HISTORY

— INVESTIGATION

— NATURE

— RELIGION

WISDOM

— SAVING THROWS

— ANIMAL HANDLING

— INSIGHT

— MEDICINE

— PERCEPTION

— SURVIVAL

CHARISMA

— SAVING THROWS

— DECEPTION

— INTIMIDATION

— PERFORMANCE

— PERSUASION

AC

INITIATIVE

SPEED

Hit Point

Maximum

Temporary

Hit Points

HIT DICE

Used

Total

DEATH SAVES

SUCCESSES

FAILURES

NAME	ATK BONUS	DAMAGE/TYPE

SPELL ATTACK BONUS

SPELL SAVE DC

Used

Total

NAME	RANGE	CASTING TIME	SAVE

SPELLS SLOTS									
1st	2nd	3rd	4th	5th	6th	7th	8th	9th	

ARCHETYPES

LEVEL

LEVEL

LEVEL

LEVEL

LEVEL

LEVEL

LEVEL

LEVEL

LEVEL

LEVEL

RACIAL TRAITS

PROFICIENCIES

LIGHT ARMOUR

MEDIUM ARMOUR

HEAVY ARMOUR

SIMPLE WEAPONS

MARTIAL WEAPONS

SHIELDS

LANGUAGES

TOOLS & OTHER PROFICIENCIES



CHARACTER NAME

AGE

HEIGHT

WEIGHT

DISTINGUISHING MARKS

EYES

SKIN

HAIR

SCARS

CHARACTER APPEARANCE

PERSONALITY TRAITS

IDEALS

BONDS

FLAWS

BACKGROUND

ALLIES

ENEMIES

ADDITIONAL FEATURES & TRAITS

EQUIPMENT

Attuned

HEAD

AMULET

CLOAK

ARMOUR

HANDS/ARMS

RING

RING

BELT

BOOTS

CP

SP

EP

GP

PP

MAGIC ITEMS

Attuned

Name

Attuned

Name

Attuned

Name

Attuned

Name

Attuned

Name

BACKPACK/STORAGE