CHARACTER NAME

CLASS ..... LEVEL ..... EXPERIENCE ..... RACE .....

ALIGNMENT ..... BACKGROUND ..... PLAYER NAME .....

STRENGTH

DEXTERITY

CONSTITUTION

INTELLIGENCE

WISDOM

CHARISMA

SAVING THROWS

- ○ ..... STRENGTH
- ○ ..... DEXTERITY
- ○ ..... CONSTITUTION
- ○ ..... INTELLIGENCE
- ○ ..... WISDOM
- ○ ..... CHARISMA

SKILLS

- ○ ..... 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)

INITIATIVE

SPEED

ARMOUR CLASS

MAXIMUM HIT POINTS

CURRENT HIT POINTS

TEMPORARY HIT POINTS

DEATH SAVES

SUCCESS ○○○ FAILURE ○○○

..... INSPIRATION

PROFICIENCY BONUS ○

PASSIVE PERCEPTION ○

ATTACKS & SPELLCASTING

NAME	BONUS	DAMAGE

SPECIAL FEATURES & TRAITS

OTHER PROFICIENCIES & LANGUAGES

COIN

PLATINUM .....

GOLD .....

ELECTRUM .....

SILVER .....

COPPER .....

IDEALS

BONDS

FLAWS

CHARACTER BACKSTORY

OTHER PLAYERS

ADVENTURING GEAR

MAGICAL ITEMS & POTIONS

FRIENDS, ALLIES & ENEMIES

WEAPONS

ARMOUR & SHIELDS

TRAVEL RATIONS

CHARACTER NAME

SPELLCASTING ABILITY

SPELL SAVE DC

SPELL ATTACK BONUS

CANTRIPS

LEVEL 1

SLOTS TOTAL

EXPENDED

LEVEL 2

SLOTS TOTAL

EXPENDED

LEVEL 3

SLOTS TOTAL

EXPENDED

LEVEL 4

SLOTS TOTAL

EXPENDED

LEVEL 5

SLOTS TOTAL

EXPENDED

LEVEL 6

SLOTS TOTAL

EXPENDED

LEVEL 7

SLOTS TOTAL

EXPENDED

LEVEL 8

SLOTS TOTAL

EXPENDED

LEVEL 9

SLOTS TOTAL

EXPENDED

NOTES

NOTES