

CHARACTER NAME

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

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

STRENGTH

SAVING THROWS

- ☐ STRENGTH
- ☐ DEXTERITY
- ☐ CONSTITUTION
- ☐ INTELLIGENCE
- ☐ WISDOM
- ☐ CHARISMA

DEXTERITY

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)

CONSTITUTION

INTELLIGENCE

WISDOM

CHARISMA

PROFICIENCY
BONUS

PASSIVE
PERCEPTION

OTHER PROFICIENCIES
& LANGUAGES

INITIATIVE

SPEED

ARMOUR
CLASS

MAXIMUM HIT POINTS

CURRENT HIT POINTS

TEMPORARY HIT POINTS

PORTRAIT

SPECIAL FEATURES & TRAITS

ATTACKS & SPELLCASTING

NAME BONUS DAMAGE

IDEALS

BONDS

FLAWS

COIN

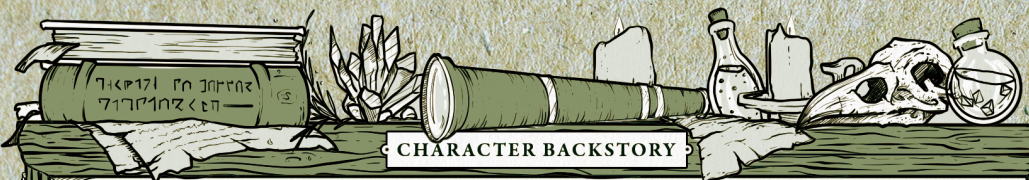
PLATINUM

GOLD

ELECTRUM

SILVER

COPPER



CHARACTER BACKSTORY

Lined area for character backstory.

ADVENTURING GEAR

MAGICAL ITEMS & POTIONS

Lined area for adventuring gear.

Lined area for magical items & potions.

WEAPONS

ARMOUR & SHIELDS

Lined area for weapons.

Lined area for armour & shields.

OTHER PLAYERS

Blank area for other players.



FRIENDS, ALLIES & ENEMIES

Lined area for friends, allies & enemies.



TRAVEL RATIONS

Blank area for travel rations.

CHARACTER NAME

CANTRIPS

LEVEL

3

SLOTS TOTAL

EXPENDED

SPELL CASTING
ABILITY

SPELL
SAVE DC

SPELL ATTACK
BONUS

LEVEL

6

SLOTS TOTAL

EXPENDED

LEVEL

I

SLOTS TOTAL

EXPENDED

LEVEL

4

SLOTS TOTAL

EXPENDED

LEVEL

7

SLOTS TOTAL

EXPENDED

LEVEL 2

2

SLOTS TOTAL

EXPENDED

LEVEL

5

SLOTS TOTAL

EXPENDED

LEVEL

8

SLOTS TOTAL

EXPENDED

LEVEL

9

SLOTS TOTAL

EXPENDED

NOTES

NOTES

