

Character Name

Class & Level

Background

Race

Alignment

Experience Points

XP Next Level

Player's Name



**STRENGTH**

- \_\_\_ Saving Throw
- ◆ \_\_\_ Athletics



**DEXTERITY**

- \_\_\_ Saving Throw
- ◆ \_\_\_ Acrobatics
- ◆ \_\_\_ Sleight of Hand
- ◆ \_\_\_ Stealth ♣



**CONSTITUTION**

- \_\_\_ Saving Throw



**INTELLIGENCE**

- \_\_\_ Saving Throw
- ◆ \_\_\_ Arcana
- ◆ \_\_\_ History
- ◆ \_\_\_ Investigation
- ◆ \_\_\_ Nature
- ◆ \_\_\_ Religion



**WISDOM**

- \_\_\_ Saving Throw
- ◆ \_\_\_ Animal Handling
- ◆ \_\_\_ Insight
- ◆ \_\_\_ Medicine
- ◆ \_\_\_ Perception
- ◆ \_\_\_ Survival



**CHARISMA**

- \_\_\_ Saving Throw
- ◆ \_\_\_ Deception
- ◆ \_\_\_ Intimidation
- ◆ \_\_\_ Performance
- ◆ \_\_\_ Persuasion

● Proficient | ◆ Expertise | ♣ Armor penalty



**PROFICIENCY BONUS**



**ARMOR CLASS**

ARMOR, SHIELD, PROTECTIONS



**INITIATIVE**

HIT POINTS MAXIMUM

CURRENT HIT POINTS

TEMPORARY HIT POINTS

HIT DICE MAXIMUM

HIT DICE SPENT

Successes    Failed

DEATH SAVES

ADVANTAGES, RESISTANCES, IMMUNITIES

| Weapon | Attack | Damage/Type | Range | Weight |
|--------|--------|-------------|-------|--------|
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**WEAPONS & AMMUNITIONS**

PASSIVE WISDOM (PERCEPTION)

INSPIRATION

VISION

SPEED

base hour day

special movement

**SENSES & MOVEMENT**

▷ Refresh after short/long rest | ► Refresh after long rest | □ Use

**COMBAT FEATURES**

Feats, abilities, and other features for quick reference in combat

Armor:  Light |  Medium |  Heavy  
 Shields || Weapons:  Simple |  Martial

PROFICIENCIES

LANGUAGES

RACE & CLASS FEATURES

FEATS

Character creation date

Place and date of birth

Deity and Domain

Age Gender

Height Weight

Size Hair

Eyes Skin

Appearance

Personality traits

Ideals

Bonds

Flaws

Friends and allies

Enemies

Background/other

CHARACTER DATA

NOTES

CHARACTER PORTRAIT



|   |  |           |           |           |           |           |           |           |  |  |           |           |           |           |           |           |           |           |           |   |  |  |
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| SPELL SAVE DC<br><input style="width: 100%; height: 20px;" type="text"/>      | SPELL SLOTS <table style="display: inline-table; border: none;"> <tr> <td style="border: 1px solid black; border-radius: 50%; width: 30px; height: 30px; margin: 0 5px;"></td> <td style="border: 1px solid black; border-radius: 50%; width: 30px; height: 30px; margin: 0 5px;"></td> <td style="border: 1px solid black; border-radius: 50%; width: 30px; height: 30px; margin: 0 5px;"></td> <td style="border: 1px solid black; border-radius: 50%; width: 30px; height: 30px; margin: 0 5px;"></td> <td style="border: 1px solid black; border-radius: 50%; width: 30px; height: 30px; margin: 0 5px;"></td> <td style="border: 1px solid black; border-radius: 50%; width: 30px; height: 30px; margin: 0 5px;"></td> <td style="border: 1px solid black; border-radius: 50%; width: 30px; height: 30px; margin: 0 5px;"></td> <td style="border: 1px solid black; border-radius: 50%; width: 30px; height: 30px; margin: 0 5px;"></td> <td style="border: 1px solid black; border-radius: 50%; width: 30px; height: 30px; margin: 0 5px;"></td> </tr> <tr> <td style="font-size: 8px; text-align: center;">1ST LEVEL</td> <td style="font-size: 8px; text-align: center;">2ND LEVEL</td> <td style="font-size: 8px; text-align: center;">3RD LEVEL</td> <td style="font-size: 8px; text-align: center;">4TH LEVEL</td> <td style="font-size: 8px; text-align: center;">5TH LEVEL</td> <td style="font-size: 8px; text-align: center;">6TH LEVEL</td> <td style="font-size: 8px; text-align: center;">7TH LEVEL</td> <td style="font-size: 8px; text-align: center;">8TH LEVEL</td> <td style="font-size: 8px; text-align: center;">9TH LEVEL</td> </tr> </table>  |           |           |           |           |           |           |           |  |  | 1ST LEVEL | 2ND LEVEL | 3RD LEVEL | 4TH LEVEL | 5TH LEVEL | 6TH LEVEL | 7TH LEVEL | 8TH LEVEL | 9TH LEVEL | SORCERY POINTS<br><input style="width: 100%; height: 20px;" type="text"/> |  |  |
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| SPELLCASTING ABILITY _____  |  |           |           |           |           |           |           |           |  |  |           |           |           |           |           |           |           |           |           |   |  |  |

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