

CHARACTER NAME _____ PLAYER NAME _____

PHYSICAL DESCRIPTION

AGE _____ EYES _____

HEIGHT _____ SKIN _____

WEIGHT _____ HAIR _____

ALIGNMENT _____

CHARACTER INFORMATION

RACE _____ EXPERIENCE _____

BACKGROUND _____ CLASS & LEVEL _____

SPELLCASTING CLASS _____ SUBCLASS _____

LANGUAGES _____

OTHER PROFICIENCIES

ALLIES & ORGANIZATIONS _____

STRENGTH

SCORE

Saving Throws
 Athletics

DEXTERITY

SCORE

Saving Throws
 Acrobatics
 Sleight of Hand
 Stealth

CONSTITUTION

SCORE

Saving Throws
 Concentration

HONOUR

SCORE

Saving Throws
 Demonology
 Heraldry
 Insight

INTELLIGENCE

SCORE

Saving Throws
 Investigation
 History
 Nature
 Navigation
 Religion

WISDOM

SCORE

Saving Throws
 Appraisal
 Medicine
 Perception
 Survival
 Technology

CHARISMA

SCORE

Saving Throws
 Animal Handling
 Deception
 Intimidation
 Performance
 Persuasion

SANITY

SCORE

Saving Throws
 Arcana
 Cosmology
 Dungeoneering

TEMPORARY CURRENT HIT POINTS MAXIMUM PROFICIENCY BONUS SPEED INITIATIVE BONUS

HIT DICE ARMOR CLASS TOTAL HIT POINTS SPELL SAVE DC SPELLCASTING ABILITY SPELL ATTACK BONUS

INSPIRATION PASSIVE PERCEPTION FEATURE POINTS FAILURES DEATH SAVES SUCCESSSES

NAME	ATTACKS ATTACK BONUS	DAMAGE/TYPE

SKILLS & FEATURES

ADVENTURING GEAR			
ITEM/QTY	WT	ITEM/QTY	WT

WALLET

- CP 10 CP = 1 SP
- SP 5 SP = 1 EP
- EP 2 EP = 1 GP
- GP 10 GP = 1 PP
- PP

Icons for: Hand, Helm, Shield, Boots, Cloak, Hat, Backpack

TREASURE

BURDEN

CURRENT WEIGHT _____

ENCUMBERED WEIGHT _____

HEAVILY ENCUMBERED _____

CARRY CAPACITY _____

PUSH/PULL CAPACITY _____

Icons for: Hand, Dots, Backpack, Glove, Horse, Group

PERSONALITY TRAITS

IDEALS

BONDS

FLAWS

CHARACTER BACKSTORY

CHARACTER APPEARANCE

CANTRIPS 0

SPELL SLOTS

EXPENDED

LEVEL 2

LEVEL 3

LEVEL 4

SPELLBOOK



LEVEL 5

LEVEL 6

LEVEL 7

LEVEL 8

LEVEL 9



STRONGHOLD & MATERIAL ASSETS

CONTACTS & CAMPAIGN NOTES