

Character

Player

5E

Class

Saving Throws

Race

Gender

Alignment

Level

XP

Inspiration

HIT DICE

Total

Used

Max

Current

Hit Points

Armor Class

Initiative

Speed

TRAITS & FEATURES

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)

ARMOR (☐ Light ☐ Med. ☐ Heavy ☐ Shield)

Name	AC	Weight

WEAPONS (☐ Simple ☐ Martial)

Name	Atk bonus	Damage /Type	Range

COMBAT NOTES

CHECKS

☐ Passive Perception

☐ Passive Investigation

PROFICIENCIES

EQUIPMENT & MONEY

gp

Item Name	wt	Item Name	wt	Item Name	wt

Total Equipment Weight:

Personality Traits

Ideals

Appearance

Age

Height

Weight

Hair

Eyes

Skin

Bonds

Flaws

LANGUAGES

Back story

Background

Spellcasting Ability

Spell Save DC

Spell Attack Bonus

CANTRIPS

1

Slots Available

Slots Expended

2

Slots Available

Slots Expended

3

Slots Available

Slots Expended

4

Slots Available

Slots Expended

5

Slots Available

Slots Expended

6

Slots Available

Slots Expended

7

Slots Available

Slots Expended

8

Slots Available

Slots Expended

9

Slots Available

Slots Expended