

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	Hair
Height	Eyes
Weight	Skin

Bonds

Flaws

LANGUAGES

_____	_____
_____	_____
_____	_____
_____	_____

Back story	Background _____
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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

☐☐