



CHARACTER SHEET

NAME: _____

LINEAGE:	LEVEL:
CLASS:	EXPERIENCE:
SUBCLASS:	BACKGROUND:

ARMOR CLASS	INITIATIVE	SPEED
INSPIRATION	TOTAL	MAX
	HIT DICE	HIT POINTS TEMPORARY

STRENGTH	DEXTERITY	CONSTITUTION	INTELLIGENCE	WISDOM	CHARISMA
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PROFICIENCY BONUS |
 PASSIVE PERCEPTION (WIS) |
 SPELL ATTACK BONUS |
 SPELL SAVE DC

DEATH SAVES

SUCCESSES	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
FAILURES	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>

TOTAL	TOTAL
CLASS RESOURCES	OTHER RESOURCES

SAVING THROWS

<input type="checkbox"/>	STRENGTH
<input type="checkbox"/>	DEXTERITY
<input type="checkbox"/>	CONSTITUTION
<input type="checkbox"/>	INTELLIGENCE
<input type="checkbox"/>	WISDOM
<input type="checkbox"/>	CHARISMA

OTHER PROFICIENCIES & LANGUAGES

TYPE	PROFICIENCY

SKILLS

<input type="checkbox"/>	ACROBATICS (DEX)
<input type="checkbox"/>	ANIMAL HANDLING (WIS)
<input type="checkbox"/>	ARCANA (INT)
<input type="checkbox"/>	ATHLETICS (STR)
<input type="checkbox"/>	DECEPTION (CHA)
<input type="checkbox"/>	HISTORY (INT)
<input type="checkbox"/>	INSIGHT (WIS)
<input type="checkbox"/>	INTIMIDATION (CHA)
<input type="checkbox"/>	INVESTIGATION (INT)
<input type="checkbox"/>	MEDICINE (WIS)
<input type="checkbox"/>	NATURE (INT)
<input type="checkbox"/>	PERCEPTION (WIS)
<input type="checkbox"/>	PERFORMANCE (CHA)
<input type="checkbox"/>	PERSUASION (CHA)
<input type="checkbox"/>	RELIGION (INT)
<input type="checkbox"/>	SLEIGHT OF HAND (DEX)
<input type="checkbox"/>	STEALTH (DEX)
<input type="checkbox"/>	SURVIVAL (WIS)

CURRENCY

COPPER	GOLD
SILVER	PLATINUM
ELECTRUM	

EQUIPMENT

NAME	QUANTITY	WEIGHT	DESCRIPTION

ATTACKS AND SPELLCASTING

NAME	RANGE	DURATION	HIT / SAVE	DAMAGE / TYPE

FEATS AND TRAITS

NAME	DESCRIPTION



CHARACTER BACKGROUND

NAME: _____

BACKGROUND	AGE	SKIN	HEIGHT
<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
ALIGNMENT	EYES	HAIR	WEIGHT
<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>

PERSONALITY TRAITS:

APPEARANCE

IDEALS:

BACKSTORY

BONDS:

ALLIES & ORGANIZATIONS

FLAWS:

OTHER INFO



CHARACTER SPELLS

NAME: _____



SPELLCASTING CLASS

SPELLCASTING ABILITY

SPELL SAVE DC

SPELL ATTACK BONUS

0

CANTRIPS

3

6

SPELL LEVEL

SLOTS TOTAL

SLOTS EXPENDED

1

PREPARED

SPELL NAME

4

7

8

2

5

9