

PLAYER NAME

ALIGNMENT

EXPERIENCE POINTS

CLASS & LEVEL

BACKGROUND

ANCESTRY

CHARACTER NAME

STRENGTH

DEXTERITY

CONSTITUTION

INTELLIGENCE

WISDOM

CHARISMA



INSPIRATION

PROFICIENCY BONUS

PASSIVE PERCEPTION

Strength

Dexterity

Constitution

Intelligence

Wisdom

Charisma

SAVING THROWS

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)

SKILLS

ARMOR CLASS

INITIATIVE

SPEED

HP Max

CURRENT HP

Total

HIT DICE

TEMPORARY HP

Suceses

Failures

DEATH SAVES

PERSONALITY TRAITS

IDEALS

BONDS

FLAWS

Total

RESOURCE

Total

RESOURCE

NAME

ATK BONUS

DAMAGE/TYPE

ATTACKS AND SPELLCASTING

CP

SP

EP

GP

PP

PROFICIENCIES AND LANGUAGES

EQUIPMENT

FEATURES AND TRAITS

MCDM



SPELLCASTING CLASS

SPELLCASTING ABILITY

SPELL SAVE DC

SPELL ATTACK BONUS



0

CANTRIPS

3

SLOTS TOTAL

SLOTS EXPENDED

6

SLOTS TOTAL

SLOTS EXPENDED

1

SLOTS TOTAL

SLOTS EXPENDED

4

SLOTS TOTAL

SLOTS EXPENDED

7

SLOTS TOTAL

SLOTS EXPENDED

2

SLOTS TOTAL

SLOTS EXPENDED

5

SLOTS TOTAL

SLOTS EXPENDED

8

SLOTS TOTAL

SLOTS EXPENDED

9

SLOTS TOTAL

SLOTS EXPENDED