CHARACTER NAME

WHAT I LOOK LIKE

MY CLASS

LEVEL

RACE | AGE | BACKGROUND | XP

EYES | HAIR | HEIGHT | WEIGHT

STRENGTH	DEXTERITY	CONSTITUTION
BONUS / SAVE	BONUS / SAVE	BONUS / SAVE
INTELLIGENCE	**WISDOM**	**CHARISMA**
BONUS / SAVE	BONUS / SAVE	BONUS / SAVE

PROFICIENCY

INSPIRATION

PASSIVE PERCEPTION

1d20 **SKILLS**

- ___ ACROBATICS: I'm good at tumbling, flipping, and rolling.
- ___ ANIMAL HANDLING: Animals really like me
- ___ ARCANA: I know about magic, spells, and weird things
- ___ ATHLETICS: I'm good at running, jumping, and climbing
- ___ DECEPTION: I'm good at lying and playing tricks on people
- ___ HISTORY: I know about things that happened a long time ago
- ___ INSIGHT: I know how people feel and can tell when they're lying
- ___ INTIMIDATION: I'm good at scaring people!
- ___ INVESTIGATION: I can find clues and secrets
- ___ MEDICINE: I can help people when they're sick
- ___ NATURE: I know all about plants and animals
- ___ PERCEPTION: I'm good at finding and spotting things
- ___ PERFORMANCE: I'm good at putting on a show!
- ___ PERSUASION: I can get people to do what I want to do
- ___ RELIGION: I know about the gods and prayers
- ___ SLEIGHT OF HAND: I'm good at hiding things and taking things
- ___ STEALTH: I'm good at hiding and staying quiet
- ___ SURVIVAL: I can follow footprints and track animals

ARMOUR

INITIATIVE

SPEED

Hit Point Maximum

Temporary Hit Points

HIT DICE

Used | Total

DEATH SAVES

SUCCESSES

FAILURES

NAME	ATK BONUS	DAMAGE
	1d20 +	
	1d20 +	
	1d20 +	

AMMUNITION

OTHER COMBAT STUFF

STUFF I CAN DO

SPELL ATTACK BONUS	SPELL SAVE DC	CANTRIPS KNOWN	SPELLS PREPARED

SPELL SLOTS

1st	2nd	3rd	4th	5th	6th	7th	8th	9th
○	○	○	○	○	○	○	○	○
○	○	○	○	○	○	○		
○	○	○	○	○				

○ SPELLCASTING FOCUS _____

SPELLS I KNOW

Level			

LEVEL

RANGE	CASTING TIME	SAVE

DURATION	COMPONENTS

SPELL EFFECT

○ PREPARED

LEVEL

RANGE	CASTING TIME	SAVE

DURATION	COMPONENTS

SPELL EFFECT

○ PREPARED

LEVEL

RANGE	CASTING TIME	SAVE

DURATION	COMPONENTS

SPELL EFFECT

○ PREPARED

LEVEL

RANGE	CASTING TIME	SAVE

DURATION	COMPONENTS

SPELL EFFECT

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RANGE | CASTING TIME | SAVE

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