CHARACTER NAME

RACE

BACKGROUND

ALIGNMENT

EXPERIENCE POINTS

ARCHETYPES

PROFICIENCY

PASSIVE PERCEPTION

INSPIRATION

PASSIVE INSIGHT

AC

INITIATIVE

SPEED

Hit Point Maximum

Temporary Hit Points

HIT DICE

Used Total

DEATH SAVES

SUCCESSES

FAILURES

STRENGTH
- ___ SAVING THROWS
- ___ ATHLETICS

DEXTERITY
- ___ SAVING THROWS
- ___ ACROBATICS
- ___ SLEIGHT OF HAND
- ___ STEALTH

CONSTITUTION
- ___ SAVING THROWS

INTELLIGENCE
- ___ SAVING THROWS
- ___ ARCANA
- ___ HISTORY
- ___ INVESTIGATION
- ___ NATURE
- ___ RELIGION

WISDOM
- ___ SAVING THROWS
- ___ ANIMAL HANDLING
- ___ INSIGHT
- ___ MEDICINE
- ___ PERCEPTION
- ___ SURVIVAL

CHARISMA
- ___ SAVING THROWS
- ___ DECEPTION
- ___ INTIMIDATION
- ___ PERFORMANCE
- ___ PERSUASION

NAME	ATK BONUS	DAMAGE/TYPE

SPELL ATTACK BONUS

SPELL SAVE DC

RESOURCE NAME

Used Total

RESOURCE VALUE

FAVOURITE SPELLS

NAME	RANGE	CASTING TIME	SAVE

SPELLS SLOTS

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

Cantrips Known

CANTRIPS & SPELLS PREPARED

Level	R		R

RACIAL TRAITS

PROFICIENCIES

LIGHT ARMOUR	SIMPLE WEAPONS
MEDIUM ARMOUR	MARTIAL WEAPONS
HEAVY ARMOUR	SHIELDS

LANGUAGES

TOOLS & OTHER PROFICIENCIES

FEATURE — LEVEL

FEATURE — LEVEL

FEATURE — LEVEL

FEATURE — LEVEL

FEATURE — LEVEL

FEATURE — LEVEL

FEATURE — LEVEL

FEATURE — LEVEL

FEATURE — LEVEL

FEATURE — LEVEL

FEATURE — LEVEL