

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 DEATH SAVES
Used Total SUCCESSES FAILURES

LEVEL

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 SPELLS SLOTS
1st 2nd 3rd 4th 5th
Used Total

FAVOURITE SPELLS
NAME RANGE CASTING TIME SAVE

RACIAL TRAITS

Level (R) SPELLS PREPARED

PROFICIENCIES LANGUAGES TOOLS & OTHER PROFICIENCIES
LIGHT ARMOUR SIMPLE WEAPONS
MEDIUM ARMOUR MARTIAL WEAPONS
HEAVY ARMOUR SHIELDS