



CHARACTER NAME

ANCESTRY

CLASS

BACKGROUND

SUBCLASS

AGE

GENDER

ALIGNMENT

LEVEL

HT / WT

SKIN

SIZE

SPEED

EYES

RELIGION

HAIR

AFFILIATION

STRENGTH

mod

PROFICIENCY BONUS

PASSIVE PERCEPTION

DEXTERITY

mod

CONSTITUTION

mod

INTELLIGENCE

mod

WISDOM

mod

CHARISMA

mod

SAVING THROWS

- ☐ Strength
- ☐ Dexterity
- ☐ Constitution
- ☐ Intelligence
- ☐ Wisdom
- ☐ Charisma

SKILLS

- ☐ (Dex) Acrobatics
- ☐ (Wis) Animal Handling
- ☐ (Int) Arcana
- ☐ (Str) Athletics
- ☐ (Cha) Deception
- ☐ (Int) History
- ☐ (Wis) Insight
- ☐ (Cha) Intimidation
- ☐ (Int) Investigation
- ☐ (Wis) Medicine
- ☐ (Int) Nature
- ☐ (Wis) Perception
- ☐ (Cha) Performance
- ☐ (Cha) Persuasion
- ☐ (Int) Religion
- ☐ (Dex) Sleight of Hand
- ☐ (Dex) Stealth
- ☐ (Wis) Survival

Heroic
INSPIRATION

RP



INITIATIVE

ARMOR CLASS

With Shield

Without Shield

No Armor

HIT POINTS

MAX

TEMP

☐ Stabilized

CURRENT

HIT DIE

SPENT

ATTACKS

NAME	ATK	DAMAGE	TYPE	NOTES	MAST
					☐
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ANCESTRY TRAITS

pg

CLASS TRAITS

pg

FEATS

pg

VISION

- ☐ Low Light range
- ☐ Infravision range
- ☐ Darkvision range

DEATH SAVES

- Successes ☐ ☐ ☐
- Failures ☐ ☐ ☐

- ☐ Simple Melee
- ☐ Martial Melee
- ☐ Firearms

other _____

- ☐ Simple Ranged
- ☐ Martial Ranged
- ☐ Exotic

[illegible]

pg

[illegible]

☐ Light

☐ Heavy

other

- ☐ Blinded
- ☐ Charmed
- ☐ Deafened
- ☐ Frightened
- ☐ Grappled
- ☐ Incapacitated
- ☐ Invisible
- ☐

- ☐ Paralyzed
- ☐ Petrified
- ☐ Poisoned
- ☐ Prone
- ☐ Restrained
- ☐ Stunned
- ☐ Unconscious
- ☐

1 2 3 4 5 6

☐ ☐ ☐ ☐ ☐ ☒

-2 to all d20 tests & -5 ft speed per level 6 = death

Copper

1/100 gp

Silver

1/10 gp

Electrum

1/2 gp

Gold

1 gp

Platinum

10 gp

NAME	NAME

[illegible][illegible]

SPILLS

SPELL CASTING ABILITY MODIFIER

your spellcasting ability
modifier (Int / Wis / Cha)

SPELL ATTACK BONUS

proficiency bonus
+ ability modifier

SPELL SAVE DC

8 + proficiency bonus
+ ability modifier

SPELL SLOTS

check = expended slot

L1

L2

L3

L4

L5

L6

L7

L8

L9

total

total

total

total

total

total

total

total

total

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Lvl	P	Spell Name	Pg	Cast	Range	Save	Dmg	C	R	M	Exp	Use	Notes
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PHYSICAL DESCRIPTION

CHARACTER BACKSTORY

PERSONALITY TRAITS

BONDS

IDEALS

FLAWS

FAMILY & HOME

Hometown

Home Region / Plane

Spouse / Partner

Children

Parents

Siblings

Other family / notes

ORGANIZATIONS & AFFILIATIONS

Organization / Order / Church

symbol

Rank / Role / Standing

Notes

Organization / Order / Church

symbol

Rank / Role / Standing

Notes

Organization / Order / Church

symbol

Rank / Role / Standing

Notes

Organization / Order / Church

symbol

Rank / Role / Standing

Notes

NOTABLE NPCs & CONTACTS

NAME

RELATIONSHIP / NOTES

NAME

RELATIONSHIP / NOTES

NAME

RELATIONSHIP / NOTES

NAME

RELATIONSHIP / NOTES

NAME

RELATIONSHIP / NOTES

NAME

RELATIONSHIP / NOTES

NAME

RELATIONSHIP / NOTES

PACTS & PATRONS

Patron / Pact Name

Terms / Boons / Obligations

NOTES