



Name _____

Class(es) _____

Species _____

Civilization _____

Experience _____

Inspiration

Hp _____

Hit Dice _____

Proficiency bonus _____

Temporary hp _____

Max hp _____

Wound threshold _____

Strength _____

Saving throw

Athletics

Dexterity _____

Saving throw

Acrobatics

Sleight of Hand

Stealth

Constitution _____

Saving throw

Intelligence _____

Saving throw

Arcana

History

Investigation

Nature

Religion

Wisdom _____

Saving throw

Animal Handling

Insight

Medicine

Perception

Survival

Charisma _____

Saving throw

Deception

Intimidation

Performance

Persuasion

Initiative _____ AC _____

Protection _____

Conditions _____

Speed Walking _____ Climbing _____

Swimming _____ Flying _____

Jumping: height _____ length _____

Passive Perception _____

Exhaustion

- 1: Disadvantage on ability checks
- 2: Speed halved
- 3: Disadvantage on attack rolls and saving throws
- 4: Disadvantage on attack rolls and saving throws
- 5: Speed reduced to 0
- 6: Death (hp reduced to 0 and death saving throws)

Failures

Successes

Attacks and spells

Spellcasting ability: _____

Spell save DC: _____

Spell attack modifier: _____

Name	Attack bonus	Damage/Type
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____

Ammunition

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Notes

Actions

Attack, Cast a Spell, Dash, Disengage, Dodge, Help, Hide, Incite, Ready, Search, Use an Object

Bonus actions

Two-weapon attack

Reactions

Opportunity attack



Features



Armor _____

Weapons _____

Resistances & immunities

Unlimited use

Tools & vehicles

Languages

Regained with a short rest

Regained with a long rest

Spells

1st ○○○○

2nd ○○○

3rd ○○○

4th ○○○

5th ○○○

6th ○○

7th ○○

8th ○

9th ○



Description

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Background

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Background feature & feats

Horizontal lines for background features and feats.

Story

Large section with decorative corner brackets and horizontal lines for a story.

Soul



Awakening

Ideal

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Personality traits

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Alignment

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Bond

Horizontal lines for the Bond section.

Flaw

Horizontal lines for the Flaw section.

Handicaps

Horizontal lines for the Handicaps section.

Madnesses

Horizontal lines for the Madnesses section.

Corruption

Progression scale for Corruption with 1st, 2nd, 3rd, and 4th levels, each with five circles.

Horizontal lines for the Corruption section.

