

RACE

AGE

ALIGNMENT

HEIGHT & WEIGHT

<div style="display: flex; justify-content: space-around;"> <div style="border: 1px solid black; padding: 5px; width: 30%;">STRENGTH</div> <div style="border: 1px solid black; padding: 5px; width: 30%;">DEXTERITY</div> <div style="border: 1px solid black; padding: 5px; width: 30%;">CONSTITUTION</div> </div>			
	<div style="border: 1px solid black; padding: 5px; width: 30%;">SAVE</div>	<div style="border: 1px solid black; padding: 5px; width: 30%;">SAVE</div>	<div style="border: 1px solid black; padding: 5px; width: 30%;">SAVE</div>
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<div style="display: flex; justify-content: space-around;"> <div style="border: 1px solid black; padding: 5px; width: 30%;">INTELLIGENCE</div> <div style="border: 1px solid black; padding: 5px; width: 30%;">WISDOM</div> <div style="border: 1px solid black; padding: 5px; width: 30%;">CHARISMA</div> </div>			
<div style="border: 1px solid black; padding: 5px;"> <input type="checkbox"/> Acrobatics (Dex) <input type="checkbox"/> Animal Handling (Wis) <input type="checkbox"/> Arcana (Int) <input type="checkbox"/> Athletics (Str) <input type="checkbox"/> Deception (Cha) <input type="checkbox"/> History (Int) <input type="checkbox"/> Insight (Wis) <input type="checkbox"/> Intimidation (Cha) <input type="checkbox"/> Investigation (Int) <input type="checkbox"/> Medicine (Wis) <input type="checkbox"/> Nature (Int) <input type="checkbox"/> Perception (Wis) <input type="checkbox"/> Performance (Cha) <input type="checkbox"/> Persuasion (Cha) <input type="checkbox"/> Religion (Int) <input type="checkbox"/> Sleight of Hand (Dex) <input type="checkbox"/> Stealth (Dex) <input type="checkbox"/> Survival (Wis) </div>			

<p>NON-COMBAT FEATURES & TRAITS</p>	<p>LANGUAGES</p>
	<p>TOOLS</p>
	<p>WEAPONS</p>
	<p>ARMOR</p>
<p>PROFICIENCIES</p>	

CHARACTER NAME

CHARACTER APPEARANCE

CHARACTER BACKSTORY

PERSONALITY TRAITS

IDEALS

BONDS

FLAWS

ALLIES & ORGANIZATIONS

SYMBOL / DEITY

CHARACTER NAME

EXPERIENCE POINTS

COINS, GEMS & OTHER VALUABLES

PP	GP	EP	SP	CP
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COMMON ITEMS

MATERIAL SPELL COMPONENTS

MAGIC ITEMS & POTIONS

TREASURE

CONSUMABLE RESOURCES

RESOURCE	USES EXPENDED	TOTAL

RESOURCE	USES EXPENDED	TOTAL

CHARACTER NAME _____

SPELLCASTING CLASS & LEVEL _____

SPELL COUNT _____

SPELL SAVE DC _____

SPELL ATTACK BONUS _____

C **CANTRIPS**

SLOTS TOTAL _____ SLOTS EXPENDED _____

UNRAIDED

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UNRAIDED

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6 **MYSTIC ARCANUM**

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7 **MYSTIC ARCANUM**

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8 **MYSTIC ARCANUM**

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9 **MYSTIC ARCANUM**

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