

Insp	Character Name:		Level:		Class:		HP
1d4	Player Name:		XP:		Race:		0
1d6					Background:		10
1d8	Prof. Bonus:		Max HP:		Alignment:		20
1d10	AC:		Hit Dice:				30
1d12	Initiative Bonus:				Spell Class:		40
1d20	Speed:		Spell Save DC		School of Magic:		50
	Passive Perception:		Spell Attack Modifier		Spell Ability:		60

Hit Dice * Denotes Prof. Bonus is multiplied x 2

Ability	Score	Mod.	Check	Mod.	Prof.	Total Mod.	Weapon	To Hit	Damage 1	Damage 2	Bonus
Strength			STR Saving Throw								
			Athletics								

Ability	Score	Mod.	Check	Mod.	Prof.	Total Mod.	Weapon	To Hit	Damage 1	Damage 2	Bonus	
Dexterity			DEX Saving Throw									
			Acrobatics									
			Sleight of Hand									
			Stealth									

Ability	Score	Mod.	Check	Mod.	Prof.	Total Mod.	Armor	AC
Constitution			CON Saving Throw					
Intelligence			INT Saving Throw					
			Arcana					
			History					
			Investigation					
			Nature					

Ability	Score	Mod.	Check	Mod.	Prof.	Total Mod.	Consumables	Amount
Wisdom			WIS Saving Throw					
			Animal Handling					
			Insight					
			Medicine					
			Perception					

Ability	Score	Mod.	Check	Mod.	Prof.	Total Mod.	Currency	Amount	GP Value	Treasure	GP Value	
Charisma			CHA Saving Throw									
			Deception									
			Intimidation									
			Performance									
			Persuasion									

Currency	Amount	GP Value	Treasure	GP Value
Copper				
Silver				
Electrum				
Gold				
Platinum				
Total:				

Class Points Languages: _____

Class Points	Skill, Ability or Feat	Description	Temp
1			1
2			2
3			3
4			4
5			5
6			6
7			7
8			8
9			9
10			10
11			11
12			12
13			13
14			14
15			15
16			16
17			17
18			18
19			19
20			20



Description

Age:	
Height:	
Weight:	
Eye Colour:	
Skin Colour:	
Hair Colour:	

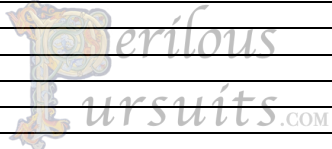
Ideals

Bonds

Flaws

Personality Traits

Number of Prepared Spells (Spell Ability Modifier + Level)				
Spells	Slots	Used	Name	Description
Cantrips				
Level 1				
Level 2				
Level 3				
Level 4				
Level 5				
Level 6				
Level 7				
Level 8				
Level 9				





Character Sheet Instructions

Version: 3.1

Last Update: 2024-04-21

This character sheet was designed to organize RPG character sheet information for easy retrieval.

Cells with a slight gray shade like the one to the left are auto-calculated and should not be modified.

The hit point scale on the right side of the first page is used to track the current hit points. Use two paperclips; one for the tens and the other for the ones to track your hit points.

The temp hit points scale on the bottom right side of the first page is used to track the current temporary hit points. Use one paperclip to track these points.

The inspiration indicator at the top left side of the first page is used to track the current bardic or DM inspiration. Use two paperclips to track bardic and DM inspiration.

The death saves indicator on the left side of the first page is used to track death saves. Use two paperclips to track passes and failed death saves.

The class points scale on the bottom left side of the first page is used to track the class specific points (ex. ki or sorcery points). Use one paperclip to track these points.

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