CHARACTER NAME

BACKGROUND | CLASS

SPECIES | SUBCLASS

LEVEL

XP

ARMOR CLASS

SHIELD

HIT POINTS

CURRENT | TEMP | MAX

HIT DICE

SPENT | MAX

DEATH SAVES

SUCCESSES

FAILURES

DUNGEONS & DRAGONS

PROFICIENCY BONUS

INITIATIVE

SPEED

SIZE

PASSIVE PERCEPTION

STRENGTH

MODIFIER | SCORE

- ○ ____ Saving Throw
- ○ ____ Athletics

DEXTERITY

MODIFIER | SCORE

- ○ ____ Saving Throw
- ○ ____ Acrobatics
- ○ ____ Sleight of Hand
- ○ ____ Stealth

CONSTITUTION

MODIFIER | SCORE

- ○ ____ Saving Throw

INTELLIGENCE

MODIFIER | SCORE

- ○ ____ Saving Throw
- ○ ____ Arcana
- ○ ____ History
- ○ ____ Investigation
- ○ ____ Nature
- ○ ____ Religion

WISDOM

MODIFIER | SCORE

- ○ ____ Saving Throw
- ○ ____ Animal Handling
- ○ ____ Insight
- ○ ____ Medicine
- ○ ____ Perception
- ○ ____ Survival

CHARISMA

MODIFIER | SCORE

- ○ ____ Saving Throw
- ○ ____ Deception
- ○ ____ Intimidation
- ○ ____ Performance
- ○ ____ Persuasion

HEROIC INSPIRATION

WEAPONS

Name	Atk Bonus / DC	Damage & Type	Notes

CLASS FEATURES

SPECIES TRAITS

FEATS

EQUIPMENT TRAINING & PROFICIENCIES

ARMOR TRAINING ◇Light ◇Medium ◇Heavy ◇Shields

WEAPONS

LANGUAGES

TOOLS

SPELLCASTING ABILITY

SPELLCASTING MODIFIER

SPELL SAVE DC

SPELL ATTACK BONUS

MAGICKA MAXIMUM

MAGICKA POINTS		MAGICKA DICE	
	TEMP	SPENT	PRIMÄRE MAGIEQUELLE
			SEKUNDÄRE MAGIEQUELLE
CURRENT	MAX	MAX	PRIMÄRE MAGIESCHULE
			SEKUNDÄRE MAGIESCHULE

SPELLS

Magicka	Name	Casting Time	Range	Magiequelle	Magieschule	Concentration, Ritual & Required Material
						C R M
						C R M
						C R M
						C R M
						C R M
						C R M
						C R M
						C R M
						C R M
						C R M
						C R M
						C R M
						C R M
						C R M
						C R M
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						C R M
						C R M
						C R M
						C R M
						C R M
						C R M
						C R M
						C R M
						C R M
						C R M

APPEARANCE

BACKSTORY & PERSONALITY

Alignment

EQUIPMENT

Magic Item Attunement