UnFamiliar

CHARACTER NAME: XP:

CLASS LEVEL RACE SUBRACE

SPIRIT TYPE ALIGNMENT BACKGROUND

APPEARANCE

STRENGTH	DEXTERITY	CONSTITUTION	INTELLIGENCE	WISDOM	CHARISMA
MODIFIER	MODIFIER	MODIFIER	MODIFIER	MODIFIER	MODIFIER
SAVE	SAVE	SAVE	SAVE	SAVE	SAVE
PROFICIENT	PROFICIENT	PROFICIENT	PROFICIENT	PROFICIENT	PROFICIENT

INITIATIVE

DEATH SAVES

Armor Class

ARMOR
DEX
SHIELD
MISC.

MAXIMUM HIT POINTS

CURRENT HIT POINTS

SPEED

SWIM

FLY

CLIMB

WEAPON OR SPELL	TO HIT	DAMAGE & TYPE, SPELL SAVE

Proficiency Bonus + Inspiration:

		PROF.	EXP.	BONUS
ACROBATICS	DEX	☐	☐	
ANIMAL HANDLING	WIS	☐	☐	
ARCANA	INT	☐	☐	
ATHLETICS	STR	☐	☐	
DECEPTION	CHA	☐	☐	
HISTORY	INT	☐	☐	
INSIGHT	WIS	☐	☐	
INTIMIDATION	CHA	☐	☐	
INVESTIGATION	INT	☐	☐	
MEDICINE	WIS	☐	☐	
NATURE	INT	☐	☐	
PERCEPTION	WIS	☐	☐	
PERFORMANCE	CHA	☐	☐	
PERSUASION	CHA	☐	☐	
RELIGION	INT	☐	☐	
SLEIGHT OF HAND	DEX	☐	☐	
STEALTH	DEX	☐	☐	
SURVIVAL	WIS	☐	☐	
		☐	☐	
		☐	☐	
		☐	☐	
		☐	☐	
		☐	☐	
		☐	☐	
		☐	☐	
		☐	☐	

ABILITIES FROM RACE, SPIRIT TYPE, BACKGROUND, CLASS, ETC.

SPELLCASTING CLASS: ABILITY: SPELL SAVE DC: SPELL ATTACK BONUS:

SPELL LIST(S):

UnFamiliar

0 CANTRIPS

1st

SLOTS	CAST

2nd

SLOTS	CAST

3rd

SLOTS	CAST

4th

SLOTS	CAST

5th

SLOTS	CAST

6th

SLOTS	CAST

7th

SLOTS	CAST

8th

SLOTS	CAST

9th

SLOTS	CAST

NOTES

UnFamiliar

EQUIPMENT

WEALTH: _____PP _____GP _____SP _____CP