UnFamiliar

CHARACTER NAME: _____ XP: _____

CLASS _____ LEVEL _____ RACE _____ SUBRACE _____

SPIRIT TYPE _____ ALIGNMENT _____ BACKGROUND _____

APPEARANCE _____

Proficiency Bonus + _____   Inspiration: _____

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

Armor Class

DEATH SAVES

ARMOR
DEX
SHIELD
MISC.

MAXIMUM HIT POINTS

CURRENT HIT POINTS

SPEED | SWIM
FLY | CLIMB

	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	☐	☐	
	☐	☐	
	☐	☐	
	☐	☐	
	☐	☐	
	☐	☐	
	☐	☐	
	☐	☐	

WEAPON OR SPELL	TO HIT	DAMAGE & TYPE, SPELL SAVE

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

_____
_____
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_____

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

SPELL LIST(S): _____

UnFamiliar

0 | CANTRIPS

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st

1st | SLOTS | CAST

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2nd | SLOTS | CAST

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3rd | SLOTS | CAST

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4th | SLOTS | CAST

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5th | SLOTS | CAST

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6th | SLOTS | CAST

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7th | SLOTS | CAST

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8th | SLOTS | CAST

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9th | SLOTS | CAST

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○ _____

NOTES

UnFamiliar

EQUIPMENT

WEALTH: _____PP _____GP _____SP _____CP