

CHARACTER NAME _____	CLASS & LEVEL _____	BACKGROUND _____	PLAYER NAME _____
RACE _____	ALIGNMENT _____	EXPERIENCE POINTS _____	

STRENGTH

DEXTERITY

CONSTITUTION

INTELLIGENCE

WISDOM

CHARISMA

INSPIRATION

PROFICIENCY BONUS

___ Strength
 ___ Dexterity
 ___ Constitution
 ___ Intelligence
 ___ Wisdom
 ___ Charisma
SAVING THROWS

___ 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)
SKILLS

ARMOR CLASS

INITIATIVE

SPEED

Hit Point Maximum _____
CURRENT HIT POINTS

TEMPORARY HIT POINTS

Total _____
HIT DICE

SUCCESSES ○○○○
FAILURES ○○○○
DEATH SAVES

PERSONALITY TRAITS

IDEALS

BONDS

FLAWS

NAME	ATK BONUS	DAMAGE/TYPE

ATTACKS & SPELLCASTING

FEATURES & TRAITS

PASSIVE WISDOM (PERCEPTION)

OTHER PROFICIENCIES & LANGUAGES

CP

SP

EP

GP

PP

EQUIPMENT



AGE	HEIGHT	WEIGHT
EYES	SKIN	HAIR

CHARACTER NAME

CHARACTER APPEARANCE

ALLIES & ORGANIZATIONS

NAME

SYMBOL

CHARACTER BACKSTORY

ADDITIONAL FEATURES & TRAITS

TREASURE



SPELLCASTING CLASS

SPELLCASTING ABILITY

SPELL SAVE DC

SPELL ATTACK BONUS

0 CANTRIPS

SPELL LEVEL SLOTS TOTAL SLOTS EXPENDED

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PREPARED

SPELL NAME

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SPELLS KNOWN

Subtle Breeze

(3rd-level Sky Champion Archetype feature)

You have learned to harness the winds to keep you steady. You have Advantage on saving throws against falling Prone.

Burst of Flight

(3rd-level Sky Champion Archetype feature)

You have learned to summon great gusts of wind that propel you upward. As a Bonus Action, you gain a flying speed equal to your walking speed until the beginning of your next turn. You may use this feature a number of times equal to your proficiency modifier before needing a Long Rest to recover.