

CHARACTER NAME _____

CLASS & LEVEL

BACKGROUND

PLAYER NAME

RACE

ALIGNMENT

EXPERIENCE POINTS

STR

DEX

CON

INT

WIS

CHA

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]
 - ___ TECHNOLOGY [INT]
- ### SKILLS

PASSIVE WISDOM [PERCEPTION]

OTHER PROFICIENCIES & LANGUAGES

ARMOR
CLASS

INITIATIVE

SPEED

HIT POINT MAXIMUM _____

CURRENT HIT POINTS

TEMPORARY HIT POINTS

TOTAL _____

HIT DICE

SUCCESSSES ○○○○

FAILURES ○○○○

DEATH SAVES

NAME ATK BONUS DAMAGE/TYPE

ATTACKS & SPELLCASTING

CREDITS

EQUIPMENT

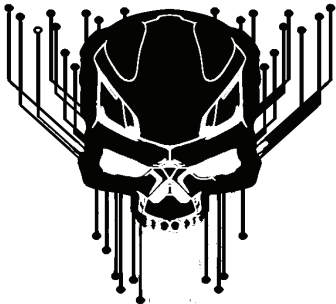
PERSONALITY TRAITS

IDEALS

BONDS

FLAWS

FEATURES & TRAITS



CHARACTER NAME _____

AGE

HEIGHT

WEIGHT

EYES

SKIN

HAIR

CHARACTER APPEARANCE

ALLIES & ORGANIZATIONS

ADDITIONAL FEATURES & TRAITS

CHARACTER BACKSTORY

TREASURE

