

CLASS & LEVEL

BACKGROUND

PLAYER NAME

CHARACTER NAME

RACE

ALIGNMENT

EXPERIENCE POINTS

PROFICIENCY BONUS

INSPIRATION

STRENGTH

- ◇ — SAVING THROWS
- — ATHLETICS

DEXTERITY

- ◇ — SAVING THROWS
- — ACROBATICS
- — SLEIGHT OF HAND
- — STEALTH

CONSTITUTION

- ◇ — SAVING THROWS

INTELLIGENCE

- ◇ — SAVING THROWS
- — ARCANA
- — HISTORY
- — INVESTIGATION
- — NATURE
- — RELIGION

WISDOM

- ◇ — SAVING THROWS
- — ANIMAL HANDLING
- — INSIGHT
- — MEDICINE
- — PERCEPTION
- — SURVIVAL

CHARISMA

- ◇ — SAVING THROWS
- — DECEPTION
- — INTIMIDATION
- — PERFORMANCE
- — PERSUASION

PASSIVE WISDOM (PERCEPTION)

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

OTHER PROFICIENCIES & LANGUAGES

EQUIPMENT

FEATURES & TRAITS