CHARACTER NAME

PLAYER NAME

RACE & BACKGROUND

LEVEL & CLASS

AC

SPEED

INIT

PROF

HP

HIT DIE

ABILITY

DC SAVE

BONUS

1ST 2ND 3RD 4TH 5TH 6TH 7TH 8TH 9TH

SPELL SLOTS

RESISTANCES

CONDITIONS

SUC

DEATH SAVES

FAIL

STR

- ○ *Saving Throw*
- ○ Athletics

DEX

- ○ *Saving Throw*
- ○ Acrobatics
- ○ Sleight of Hand
- ○ Stealth

CON

- ○ *Saving Throw*

INT

- ○ *Saving Throw*
- ○ Arcana
- ○ History
- ○ Investigation
- ○ Nature
- ○ Religion

WIS

- ○ *Saving Throw*
- ○ Animal Handling
- ○ Insight
- ○ Medicine
- ○ Perception
- ○ Survival

CHA

- ○ *Saving Throw*
- ○ Deception
- ○ Intimidation
- ○ Performance
- ○ Persuasion

WEAPONS	PROF	DICE	MOD	TYPE
	○		+	
	○		+	
	○		+	
	○		+	
	○		+	

ARMOR / EQUIPMENT / ITEMS

SPELLS

BOOK/PG