

CLASS & LEVEL (IF APPLICABLE)

PLAYER NAME

RACE OR SPECIES

ALIGNMENT

ALLIANCE / GROUP

STRENGTH

DEXTERITY

CONSTITUTION

INTELLIGENCE

WISDOM

CHARISMA

PROFICIENCY BONUS

☐ Strength

☐ Dexterity

☐ Constitution

☐ Intelligence

☐ Wisdom

☐ Charisma

SAVING THROWS

SKILLS

FEATURES & TRAITS

ARMOR CLASS

INITIATIVE

SPEED

Hit Point Maximum

CURRENT HIT POINTS

TEMPORARY HIT POINTS

CONDITIONS

NAME	ATK BONUS	DAMAGE/TYPE

ATTACKS & SPELLCASTING

ROLEPLAY INFORMATION

PASSIVE WISDOM (PERCEPTION)

OTHER PROFICIENCIES & LANGUAGES

CF

SP

EP

GR

PP

EQUIPMENT

SPELLS