

CLASS & LEVEL

ALIGNMENT

RACE



CHARACTER NAME

BACKGROUND

PLAYER NAME

EXPERIENCE POINTS

STRENGTH

DEXTERITY

CONSTITUTION

INTELLIGENCE

WISDOM

CHARISMA

INSPIRATION

PROFICIENCY BONUS

SAVING THROWS

☐ Strength

☐ Dexterity

☐ Constitution

☐ Intelligence

☐ Wisdom

☐ Charisma

SKILLS

☐ 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)

ARMOR CLASS

INITIATIVE

SPEED

HIT POINT MAX

CURRENT HIT POINTS

TEMPORARY HIT POINTS

TOTAL

HIT DICE

SUCCESSES

FAILURES

DEATH SAVED

NAME	ATK BONUS	DAMAGE/TYPE

ATTACKS & SPELLCASTING

PERSONALITY TRAITS

IDEALS

BONDS

FLAWS

PASSIVE WISDOM (PERCEPTION)

OTHER PROFICIENCIES & LANGUAGES

CP

SP

EP

GP

PP

Notes

EQUIPMENT



CHARACTER NAME

AGE

HEIGHT

WEIGHT

EYES

SKIN

HAIR

FACTION

CHARACTER  
APPEARANCE

ALLIES & ORGANIZATIONS

ADDITIONAL FEATURES & TRAITS

CHARACTER BACKSTORY

TREASURE

