

CLASS & LEVEL

BACKGROUND

PLAYER NAME

CHARACTER NAME

RACE

ALIGNMENT

EXPERIENCE POINTS

STRENGTH

DEXTERITY

CONSTITUTION

INTELLIGENCE

WISDOM

CHARISMA

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)

SKILLS

ARMOR CLASS _____

INITIATIVE _____

SPEED _____

Hit Point Maximum _____

CURRENT HIT POINTS

TEMPORARY HIT POINTS

HIT DICE _____

DEATH SAVES

SUCCESSES ○○○○

FAILURES ○○○○

PERSONALITY TRAITS

IDEALS

BONDS

FLAWS

NAME	ATK BONUS	DAMAGE/TYPE

ATTACKS & SPELLCASTING

EQUIPMENT

PASSIVE WISDOM (PERCEPTION)

OTHER PROFICIENCIES & LANGUAGES

TREASURE

CP _____

SP _____

EP _____

GP _____

PP _____



AGE	HEIGHT	WEIGHT
EYES	SKIN	HAIR

CHARACTER NAME



NAME

SYMBOL

ALLIES & ORGANIZATIONS

TREASURE

CHARACTER BACKSTORY

