

CLASS & LEVEL \_\_\_\_\_ BACKGROUND \_\_\_\_\_

ALIGNMENT \_\_\_\_\_ PLAYER NAME \_\_\_\_\_

RACE \_\_\_\_\_ CHARACTER NAME \_\_\_\_\_ 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)

ARMOR CLASS \_\_\_\_\_

INITIATIVE \_\_\_\_\_

SPEED \_\_\_\_\_

HIT POINT MAX \_\_\_\_\_

CURRENT HIT POINTS \_\_\_\_\_

TEMPORARY HIT POINTS \_\_\_\_\_

TOTAL \_\_\_\_\_

HIT DICE \_\_\_\_\_

SUCCESSES \_\_\_\_\_

FAILURES \_\_\_\_\_

DEATH SAVES \_\_\_\_\_

NAME	ATK BONUS	DAMAGE/TYPE

PERSONALITY TRAITS \_\_\_\_\_

IDEALS \_\_\_\_\_

BONDS \_\_\_\_\_

FLAWS \_\_\_\_\_

PASSIVE WISDOM (PERCEPTION) \_\_\_\_\_

OTHER PROFICIENCIES & LANGUAGES \_\_\_\_\_

CP \_\_\_\_\_ SP \_\_\_\_\_ EP \_\_\_\_\_ GP \_\_\_\_\_ PP \_\_\_\_\_

EQUIPMENT \_\_\_\_\_

FEATURES & TRAITS \_\_\_\_\_



CHARACTER NAME

AGE

HEIGHT

WEIGHT

EYES

SKIN

HAIR

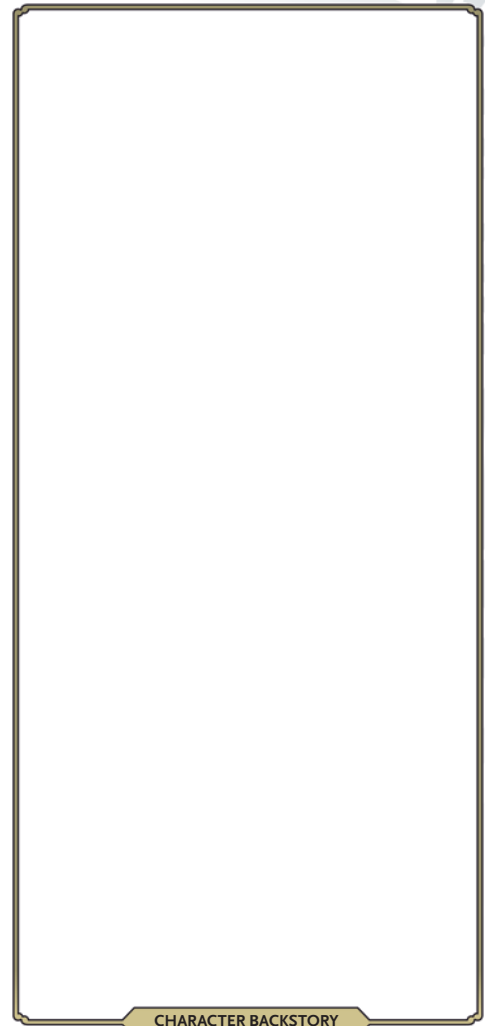


CHARACTER APPEARANCE



FACTION

ALLIES & ORGANIZATIONS



CHARACTER BACKSTORY



ADDITIONAL FEATURES & TRAITS



TREASURE