
CLASS & LEVEL

PLAYER NAME

CHARACTER NAME

RACE

ALIGNMENT

EXPERIENCE POINTS

STRENGTH

○

— SAVING THROW

○ ○

— ATHLETICS

DEXTERITY

○

— SAVING THROW

○ ○ ○

— ACROBATICS

○ ○ ○

— SLEIGHT OF HAND

○ ○ ○

— STEALTH

CONSTITUTION

○

— SAVING THROW

INTELLIGENCE

○

— SAVING THROW

○ ○ ○

— ARCANA

○ ○ ○

— HISTORY

○ ○ ○

— INVESTIGATION

○ ○ ○

— NATURE

○ ○ ○

— RELIGION

WISDOM

○

— SAVING THROW

○ ○ ○

— ANIMAL HANDLING

○ ○ ○

— INSIGHT

○ ○ ○

— MEDICINE

○ ○ ○

— PERCEPTION

○ ○ ○

— SURVIVAL

CHARISMA

○

— SAVING THROW

○ ○ ○

— DECEPTION

○ ○ ○

— INTIMIDATION

○ ○ ○

— PERFORMANCE

○ ○ ○

— PERSUASION

PROFICIENCY BONUS

PASSIVE WISDOM (PERCEPTION)

BOONS

AC

CONDITIONS

INITIATIVE

MAX. TEMP.

TYPE _____

HIT DICE

SUCCESSES
FAILURES
DEATH

SPEED

HIT POINTS

ATTACKS PER ACTION		
WEAPON	RANGE	
TO HIT	DAMAGE	TYPE
AMMUNITION	COUNT	

[illegible][illegible]