

CHARACTER NAME

CLASS & LEVEL

BACKGROUND

PLAYER 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)

CURRENT WEIGHT

MAX WEIGHT

CONDITIONS

ARMOR CLASS

BOONS

INITIATIVE

Current

HIT DICE

TEMP HP

CURRENT HIT POINTS

MAXIMUM HIT POINTS

SPEED

SUCCESSSES

FAILURES

DEATH SAVES

INSPIRATION

PERSONALITY TRAITS

IDEALS

BONDS

FLAWS

NAME

ATK BONUS

DAMAGE/TYPE

ATTACKS & SPELLCASTING

CLASS RESOURCES, AMMO & CHARGES

PROFICIENCIES & LANGUAGES

FEATURES & TRAITS

EQUIPMENT CONT.

EQUIPMENT