

CHARACTER NAME

CLASS & LEVEL

BACKGROUND

PLAYER 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

Total

HIT DICE

SUCCESSES

FAILURES

DEATH SAVES

PERSONALITY TRAITS

IDEALS

BONDS

FLAWS

NAME

ATK BONUS

DAMAGE/TYPE

ATTACKS & SPELLCASTING

PASSIVE WISDOM (PERCEPTION)

OTHER PROFICIENCIES & LANGUAGES

EQUIPMENT

FEATURES & TRAITS