

Baldur's Gate

Class & Level

Player Name

Race

Background

Exp. Points

Saving Throws

STR DEX CON INT WIS CHA

Saving Throw Modifiers: Advantage against being charmed

Skills

- 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)

Proficiency Bonus

Constitution

Dexterity

Strength

Intelligence

Wisdom

Charisma

Other Proficiencies

Inspiration

Armor Class

Initiative

Speed

Shield

Current Hit Points

Hit Point Maximum

Temporary Hit Points

Defences

Hit Dice

Successes

Death Saves

Failures

Attacks & Spellcasting

Languages