

				Race											
				Background											
Character Name				Alignment						Player Name					
Proficiency Bonus				Class(es)						Inspiration Points					
Ability Scores													Ability Scores		
	Strength		Dexterity		Constitution		Intelligence		Wisdom		Charisma				
Skills (proficiency / expertise / bonus)				Saving Throws (prof. / bonus)						Hit Dice & Rolls					
Athletics				Strength											
Acrobatics				Dexterity				No Shield	Shield						
Sleight of Hand				Constitution				Armour Class		Hit Point Max					
Stealth				Intelligence						Current HP					
Arcana				Wisdom											
History				Charisma				Initiative	Speed	Temp.					
Investigation				Other Proficiencies & Languages				Death Saves		Success					
Nature										Failure					
Religion				Armor Weapons Tools Languages				Attacks and Spellcasting							
Animal Handling								Name		Bonus		Damage / Type			
Insight															
Medicine															
Perception															
Survival															
Deception															
Intimidation															
Performance				Spell Attack Modifier											
Persuasion				Spell Save DC											
Passive Wisdom (Perception)				Spellcasting Stat											
				Notes											
Features & Traits															
Equipment									Gold				Money		
									Silver						
									100gp notes		Copper				
									10gp notes		Bits				

			Race			
			Background			
Character Name			Alignment		Player Name	
Age	Height	Weight	Eye Colour	Hair Colour	Motivations	
Character Appearance				Personality Traits		
				Ideals		
				Bonds		
				Flaws		
Notes						Notes
sheet layout by Will Frost						