

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

PASSIVE WISDOM (PERCEPTION)

OTHER PROFICIENCIES & LANGUAGES

ARMOR CLASS

INITIATIVE

SPEED

Hit Point Maximum

CURRENT HIT POINTS

TEMPORARY HIT POINTS

Total

HIT DICE

SUCCESSES

FAILURES

DEATH SAVES

NAME

ATK BONUS

DAMAGE/TYPE

ATTACKS & SPELLCASTING

PERSONALITY TRAITS

IDEALS

BONDS

FLAWS

CP

SP

EP

GP

PP

EQUIPMENT

FEATURES & TRAITS