

Character Name

Class & Level

Player Name

Race

Alignment

Experience Points

Strength

Dexterity

Constitution

Intelligence

Wisdom

Charisma

Armor Class

Proficiency Bonus

- ◇ ☐ Strength
- ◇ ☐ Dexterity
- ◇ ☐ Constitution
- ◇ ☐ Intelligence
- ◇ ☐ Wisdom
- ◇ ☐ Charisma

SAVING THROWS

- ☐ ☐ Acrobatics (Dex)
- ☐ ☐ Animal Handling (Wis)
- ☐ ☐ Arcana (Int)
- ☐ ☐ Athletics (Str)
- ☐ ☐ Deception (Cha)
- ☐ ☐ History (Int)
- ☐ ☐ Initiative (Dex)
- ☐ ☐ 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)

Passive Perception
(Wisdom)

Max HP

Temp HP

Speed

Wounds / Current HP

Current Hit Dice

Hit Dice Total

CF

SP

GP

PP

Equipment

Personality Notes

Features & Traits

Other Proficiencies & Languages

Name		Damage	
Range	ATK Bonus	Type / Ammo	

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