



CLASS &amp; LEVEL

BACKGROUND

PLAYER NAME

RACE

ALIGNMENT

EXPERIENCE POINTS

CHARACTER NAME

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 &amp; LANGUAGES

ARMOR  
CLASS

INITIATIVE

SPEED

Hit Point Maximum

CURRENT HIT POINTS

TEMPORARY HIT POINTS

Total

HIT DICE

SUCCESSIONS

FAILURES

DEATH SAVES

NAME ATK BONUS DAMAGE/TYPE

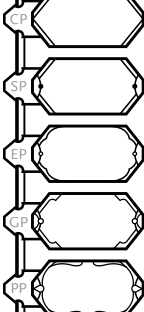
ATTACKS &amp; SPELLCASTING

PERSONALITY TRAITS

IDEALS

BONDS

FLAWS



EQUIPMENT

FEATURES &amp; TRAITS