



CHARACTER NAME

CLASS & LEVEL

BACKGROUND

PLAYER NAME

FACTION

RACE

ALIGNMENT

EXPERIENCE POINTS

DCI NUMBER

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

ARMOUR  
CLASS

INITIATIVE

SPEED

Hit Point Maximum

CURRENT HIT POINTS

TEMPORARY HIT POINTS

Total

HIT DICE

SUCCESES ○=○=○

FAILURES ○=○=○

DEATH SAVES

NAME	ATK BONUS	DAMAGE/TYPE

ATTACKS & SPELLCASTING

CP

SP

EP

GP

PP

EQUIPMENT

PERSONALITY TRAITS

IDEALS

BONDS

FLAWS

FEATURES & TRAITS