

<div>CHARACTER NAME</div>	CLASS & LEVEL	LINEAGE	BACKGROUND
	SUBCLASS	HERITAGE	STORY POINTS

STRENGTH

DEXTERITY

CONSTITUTION

INTELLIGENCE

WISDOM

CHARISMA

PROFICIENCY BONUS

SAVING THROWS

Strength

Dexterity

Constitution

Intelligence

Wisdom

Charisma

SKILLS

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)

PASSIVE PERCEPTION (WISDOM)

PASSIVE INSIGHT (WISDOM)

PROFICIENCIES & LANGUAGES

ARMOR CLASS

INITIATIVE

SPEED

HIT POINTS

MAXIMUM HP

CURRENT HP

TEMPORARY HP

CONDITIONS

LUCK POINTS

HIT DICE

DEATH SAVES

ATTACKS & SPELL CASTING

EQUIPMENT

FEATURES & TRAITS

<div>CHARACTER NAME</div>	AGE	HEIGHT	WEIGHT
	EYES	SKIN	HAIR

CHARACTER APPEARANCE

BACKSTORY

ADVENTURING MOTIVATION

ALLIES & ORGANIZATIONS

PERSONALITY TRAITS

TREASURE & EQUIPMENT

IDEALS

BONDS

NOTES

FLAWS