

<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☐☐

SKILLS

☐

Acrobatics (Dex)

☐

Animal Handling(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

MAX

USED

SUCCESS

FAILURE

ATTACKS & SPELL CASTING

Name	Bonus	Damage	Range

EQUIPMENT

CP

SP

GP

PP

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