

CHARACTER NAME

CLASS & LEVEL

BACKGROUND

PLAYER NAME

RACE

ALIGNMENT

EXPERIENCE POINTS

PROFICIENCY BONUS

INSPIRATION

STRENGTH

These are skills

DEXTERITY

Proficient, y/n?

CONSTITUTION

INTELLIGENCE

WISDOM

CHARISMA

— SAVING THROWS  
— ATHLETICS

— SAVING THROWS  
— ACROBATICS  
— SLEIGHT OF HAND  
— STEALTH

— SAVING THROWS

— SAVING THROWS  
— ARCANA  
— HISTORY  
— INVESTIGATION  
— NATURE  
— RELIGION

— SAVING THROWS  
— ANIMAL HANDLING  
— INSIGHT  
— MEDICINE  
— PERCEPTION  
— SURVIVAL

— SAVING THROWS  
— DECEPTION  
— INTIMIDATION  
— PERFORMANCE  
— PERSUASION

PASSIVE WISDOM (PERCEPTION)

ARMOR CLASS

INITIATIVE

SPEED

HIT POINT MAXIMUM

Health

CURRENT HIT POINTS

TEMPORARY HIT POINTS

Total

HIT DICE

SUCCESS

FAILURES

DEATH SAVED

PERSONALITY TRAITS

IDEALS

BONDS

FLAWS

NAME

ATK BONUS

DAMAGE/TYPE

ATTACKS & SPELLCASTING

FEATURES & TRAITS

OTHER PROFICIENCIES & LANGUAGES

EQUIPMENT & CHARACTER NOTES