



CHARACTER NAME

CLASS & LEVEL	BACKGROUND	PLAYER NAME
RACE	ALIGNMENT	EXPERIENCE POINTS

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

ARMOR CLASS

INITIATIVE

SPEED

Hit Point Maximum

CURRENT HIT POINTS

TEMPORARY HIT POINTS

Total

HIT DICE

SUCCESSES

FAILURES

DEATH SAVES

PERSONALITY TRAITS

IDEALS

BONDS

FLAWS

NAME

ATK BONUS

DAMAGE/TYPE

ATTACKS & SPELLCASTING

PASSIVE WISDOM (PERCEPTION)

OTHER PROFICIENCIES & LANGUAGES

CP

SP

EP

GP

PP

EQUIPMENT

FEATURES & TRAITS



CHARACTER NAME		
AGE	HEIGHT	WEIGHT
EYES	SKIN	HAIR

CHARACTER APPEARANCE

NAME

SYMBOL

ALLIES & ORGANIZATIONS

CHARACTER BACKSTORY

ADDITIONAL FEATURES & TRAITS

TREASURE

