

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

PASSIVE WISDOM (PERCEPTION)

OTHER PROFICIENCIES & LANGUAGES

ARMOR CLASS

INITIATIVE

SPEED

Hit Point Maximum

CURRENT HIT POINTS

TEMPORARY HIT POINTS

Total

HIT DICE

SUCCESSSES

FAILURES

DEATH SAVES

NAME

ATK BONUS

DAMAGE/TYPE

ATTACKS & SPELLCASTING

PERSONALITY TRAITS

IDEALS

BONDS

FLAWS

CF

SP


EP

GP

PP

EQUIPMENT

FEATURES & TRAITS



CHARACTER NAME

AGE	HEIGHT	WEIGHT
EYES	SKIN	HAIR

CHARACTER APPEARANCE

NAME

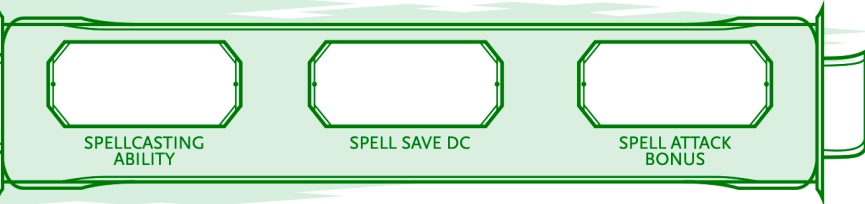
SYMBOL

ALLIES & ORGANIZATIONS

CHARACTER BACKSTORY

ADDITIONAL FEATURES & TRAITS

TREASURE

[illegible]

A worksheet template for a story arc. It features a large horizontal bar divided into five sections by four vertical lines. The first section on the left is labeled with a green number '5' inside a green hexagon. Above the bar are five horizontal lines, each starting with a small circle. Below the bar are ten horizontal lines, each also starting with a small circle.

[illegible]