

NAME

CLASS

BACKGROUND

RACE

EXPERIENCE

LEVEL

PROFICIENCY BONUS

INSPIRATION

ARMOR

INITIATIVE

MOVEMENT

PERSONALITY TRAITS

CLASS

SPEED

STRENGTH

- ☐ SAVING THROWS
- ☐ _ATHLETICS

DEXTERITY

- ☐ SAVING THROWS
- ☐ _ACROBATICS
- ☐ _SLEIGHT OF HAND
- ☐ _STEALTH

CONSTITUTION

- ☐ SAVING THROWS

INTELLIGENCE

- ☐ SAVING THROWS
- ☐ _ARCANA
- ☐ _HISTORY
- ☐ _INVESTIGATION
- ☐ _NATURE
- ☐ _RELIGION

WISDOM

- ☐ SAVING THROWS
- ☐ _ANIMAL HANDLING
- ☐ _INSIGHT
- ☐ _MEDICINE
- ☐ _PERCEPTION
- ☐ _SURVIVAL

CHARISMA

- ☐ SAVING THROWS
- ☐ _DECEPTION
- ☐ _INTIMIDATION
- ☐ _PERFORMANCE
- ☐ _PERSUASION

PASSIVE PERCEPTION

PROFICIENCIES

LANGUAGES

HP

MAX HP

TEMP HP

HIT DICE

SUCCESSES ○ ○ ○

FAILURES ○ ○ ○

DEATH



SAVES

ATTACKS AND SPELLCASTING

| NAME | ATTACK BONUS | DAMAGE |
|------|--------------|--------|
| | | |
| | | |
| | | |

EQUIPMENT

IDEALS

BONDS

FLAWS

FEATURES + TRAITS