

Character Name		Race		Class & Level	
<div></div>	<div></div>	<div></div>	<div></div>	<div></div>	<div></div>
STR	DEX	CON	INT	WIS	CHA

<div></div>	<div></div>
Proficiency Bonus	Passive Perception

**SAVING THROWS**

☐ \_\_\_\_\_ Strength

☐ \_\_\_\_\_ Dexterity

☐ \_\_\_\_\_ Constitution

☐ \_\_\_\_\_ Intelligence

☐ \_\_\_\_\_ Wisdom

☐ \_\_\_\_\_ Charisma

**SKILLS**

☐ ☐ \_\_\_\_\_ 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*)

<div></div>	<div></div>	<div></div>
Armor Class	Speed	Init. Bonus
<div>Max: _____</div>	<div></div>	<div>Die: _____</div>
Hit Points	Temp HP	HP Dice

ATTACKS		
Name	Atk. Bonus	Damage
<div></div>	<div></div>	<div></div>
<div></div>	<div></div>	<div></div>
<div></div>	<div></div>	<div></div>

<div></div>	<div></div>	<div></div>
Spellcasting Ability	Spell Save DC	Spell Attack Bonus
Expended    Max		
<div></div> <div></div>	<div></div> <div></div>	<div></div> <div></div>
1	2	3
<div></div> <div></div>	<div></div> <div></div>	<div></div> <div></div>
4	5	6
<div></div> <div></div>	<div></div> <div></div>	<div></div> <div></div>
7	8	9

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