

Character Name

Race

Background

Player Name

Class & Level

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

Armour class

Initiative

Speed

Hit point maximum

Current hit points

Temporary hit points

Total

Hit dice

Successes

Failures

Death saves

Name

atk bonus

damage/type

Spell slots

Used

1

2

3

4

5

6

7

8

9

Attacks & spellcasting

Features & traits

Passive Wisdom (Perception)

Other proficiencies & languages

CP

SP

EP

GP

PP

Equipment