

You choose

CHARACTER NAME

Step Two

CLASS & LEVEL

Step One

RACE

Step 4

BACKGROUND

You choose

ALIGNMENT

PLAYER NAME

IGNORE

EXPERIENCE POINTS

IGNORE

INSPIRATION

STRENGTH

Step 3

Step 3

PROFICIENCY BONUS

DEXTERITY

Step 3

CONSTITUTION

Step 3

INTELLIGENCE

Step 3

WISDOM

Step 3

CHARISMA

Step 3

- ☐ 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

Step 4

ARMOR CLASS

IGNORE

INITIATIVE

Step 3

SPEED

Hit Point Maximum

Step One

CURRENT HIT POINTS

IGNORE

TEMPORARY HIT POINTS

Total

Step Two

HIT DICE

SUCCESSES

FAILURES

DEATH SAVES

You choose

PERSONALITY TRAITS

You choose

IDEALS

You choose

BONDS

You choose

FLAWS

NAME

ATK BONUS

DAMAGE/TYPE

Step 4

ATTACKS & SPELLCASTING

Step Two (potentially)

PASSIVE WISDOM (PERCEPTION)

IGNORE

OTHER PROFICIENCIES & LANGUAGES

CP

SP

EP

GP

PP

Step 4

EQUIPMENT

FEATURES & TRAITS