

CHARACTER NAME _____

CLASS & LEVEL	BACKGROUND	PLAYER NAME
RACE	ALIGNMENT	EXPERIENCE POINTS

PROFICIENCY BONUS _____

INSPIRATION _____

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 WISDOM (PERCEPTION) _____

ARMOR CLASS _____

INITIATIVE _____

SPEED _____

HIT POINT MAXIMUM _____

CURRENT HIT POINTS _____

TEMPORARY HIT POINTS _____

Total _____

HIT DICE _____

SUCCESSSES ○ ○ ○ ○

FAILURES ○ ○ ○ ○

DEATH SAVES _____

PERSONALITY TRAITS

IDEALS

BONDS

FLAWS

NAME	ATK BONUS	DAMAGE/TYPE
_____	_____	_____
_____	_____	_____
_____	_____	_____

ATTACKS & SPELLCASTING

FEATURES & TRAITS

OTHER PROFICIENCIES & LANGUAGES

EQUIPMENT & CHARACTER NOTES
