

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

SUCCESSES ○○○○
 FAILURES ○○○○
 DEATH SAVES

PERSONALITY TRAITS

IDEALS

BONDS

FLAWS

NAME	ATK BONUS	DAMAGE/TYPE

ATTACKS & SPELLCASTING

FEATURES & TRAITS

OTHER PROFICIENCIES & LANGUAGES

EQUIPMENT & CHARACTER NOTES



AGE	HEIGHT	WEIGHT
EYES	SKIN	HAIR

CHARACTER NAME

CHARACTER APPEARANCE

ALLIES & ORGANIZATIONS

NAME

SYMBOL

CHARACTER BACKSTORY

ADDITIONAL FEATURES & TRAITS

TREASURE

