

CHARACTER NAME _____

CLASS & LEVEL	BACKGROUND	PLAYER NAME
RACE	ALIGNMENT	EXPERIENCE POINTS

STRENGTH

DEXTERITY

CONSTITUTION

INTELLIGENCE

WISDOM

CHARISMA

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

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

Proficiencies.

Languages.

OTHER PROFICIENCIES & LANGUAGES

CP _____

SP _____

EP _____

GP _____

PP _____

EQUIPMENT

FEATURES & TRAITS
