

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