

| | | | |
|-------------------------|------------------------|----------------------------|----------------------|
| CHARACTER NAME _____ | CLASS & LEVEL _____ | BACKGROUND _____ | PLAYER NAME _____ |
| RACE _____ | ALIGNMENT _____ | EXPERIENCE POINTS _____ | |

STRENGTH

DEXTERITY

CONSTITUTION

INTELLIGENCE

WISDOM

CHARISMA

INSPIRATION

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

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

PASSIVE WISDOM (PERCEPTION)

OTHER PROFICIENCIES & LANGUAGES

CP

SP

EP

GP

PP

EQUIPMENT



| | | |
|------|--------|--------|
| AGE | HEIGHT | WEIGHT |
| EYES | SKIN | HAIR |

CHARACTER NAME

CHARACTER APPEARANCE

ALLIES & ORGANIZATIONS

NAME

SYMBOL

CHARACTER BACKSTORY

ADDITIONAL FEATURES & TRAITS

TREASURE

