



CHARACTER NAME

CLASS & LEVEL

BACKGROUND

RACE

ALIGNMENT

STRENGTH

DEXTERITY

CONSTITUTION

INTELLIGENCE

WISDOM

CHARISMA

INSPIRATION

PROFICIENCY BONUS

- SAVING THROWS
- ___ Strength
 - ___ Dexterity
 - ___ Constitution
 - ___ Intelligence
 - ___ Wisdom
 - ___ Charisma

- SKILLS
- ___ 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)

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

EQUIPMENT

CP

SP

EP

GP

PP