



CHARACTER NAME _____

CLASS & LEVEL _____ BACKGROUND _____

RACE _____ ALIGNMENT _____

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

EQUIPMENT

CP _____

SP _____

EP _____

GP _____

PP _____

