

CHARACTER NAME

CLASS & LEVEL _____ 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 = + + +

Dexterity Modifier Armor Shield Misc

INITIATIVE

SPEED

Hit Point Maximum

CURRENT HIT POINTS

Total

HIT DICE

SUCCESSES

FAILURES

DEATH SAVES

SPELLCASTING ABILITY

SPELL SAVE DC

SPELL ATTACK BONUS

FEATS

WEAPON _____ TYPE _____

RANGE _____ ATK BONUS _____ DAMAGE _____

WEAPON _____ TYPE _____

RANGE _____ ATK BONUS _____ DAMAGE _____

WEAPON _____ TYPE _____

RANGE _____ ATK BONUS _____ DAMAGE _____

ATTACKS

FEATURES

ACCESSIBLE ITEMS

CURRENCY

CP

SP

GP

PP



CHARACTER NAME

AGE	HEIGHT	WEIGHT
EYES	SKIN	HAIR

CHARACTER APPEARANCE

PERSONALITY TRAITS

IDEALS

BONDS

FLAWS

ALLIES & ORGANIZATIONS

OTHER PROFICIENCIES & LANGUAGES

BACKGROUND

CHARACTER BACKSTORY

STOWED ITEMS