

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**

**PASSIVE WISDOM (PERCEPTION)**

**OTHER PROFICIENCIES & LANGUAGES**

**EQUIPMENT**

CP \_\_\_\_\_

SP \_\_\_\_\_

EP \_\_\_\_\_

CF \_\_\_\_\_

PF \_\_\_\_\_

**FEATURES & TRAITS**