

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

**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**  
 \_\_\_\_\_

**DEATH SAVES**  
 SUCCESSES      
 FAILURES

**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

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SYMBOL

CHARACTER BACKSTORY

ADDITIONAL FEATURES & TRAITS

TREASURE