

CHARACTER NAME

CLASS & LEVEL

BACKGROUND

RACE

ALIGNMENT



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

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

Empty space for notes or additional character information.

OTHER PROFICIENCIES & LANGUAGES

Empty space for notes or additional character information.