

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

OTHER PROFICIENCIES & LANGUAGES