

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