

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
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OTHER PROFICIENCIES & LANGUAGES

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