

CHARACTER NAME \_\_\_\_\_

CLASS & LEVEL	BACKGROUND	PLAYER NAME
RACE	ALIGNMENT	EXPERIENCE POINTS

**STRENGTH**

\_\_\_\_\_

**DEXTERITY**

\_\_\_\_\_

**CONSTITUTION**

\_\_\_\_\_

**INTELLIGENCE**

\_\_\_\_\_

**WISDOM**

\_\_\_\_\_

**CHARISMA**

\_\_\_\_\_

**PROFICIENCY BONUS**

\_\_\_\_\_

Strength  
 Dexterity  
 Constitution  
 Intelligence  
 Wisdom  
 Charisma

**SAVING THROWS**

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)

*\*See your equipment.*

**SKILLS**

**PASSIVE WISDOM (PERCEPTION)**

\_\_\_\_\_

**ARMOR CLASS** \_\_\_\_\_

**INITIATIVE** \_\_\_\_\_

**SPEED** \_\_\_\_\_

Hit Point Maximum \_\_\_\_\_

**CURRENT HIT POINTS** \_\_\_\_\_

**TEMPORARY HIT POINTS** \_\_\_\_\_

Total \_\_\_\_\_

**HIT DICE** \_\_\_\_\_

**SUCCESSSES** ○○○○

**FAILURES** ○○○○

**DEATH SAVES** \_\_\_\_\_

**PERSONALITY TRAITS**

\_\_\_\_\_

**IDEALS**

\_\_\_\_\_

**BONDS**

\_\_\_\_\_

**FLAWS**

\_\_\_\_\_

NAME	ATK BONUS	DAMAGE/TYPE

**ATTACKS & SPELLCASTING**

**OTHER PROFICIENCIES & LANGUAGES**

\_\_\_\_\_

**EQUIPMENT**

CP \_\_\_\_\_

SP \_\_\_\_\_

EP \_\_\_\_\_

GP \_\_\_\_\_

PP \_\_\_\_\_

**FEATURES & TRAITS**

\_\_\_\_\_