



CHARACTER NAME

CLASS & LEVEL

PLAYER NAME

RACE

ALIGNMENT

EXPERIENCE POINTS

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 = + + +

Dexterity Modifier Armor Shield Misc

INITIATIVE

SPEED

Hit Point Maximum

CURRENT HIT POINTS

Total

HIT DICE

SUCCESSES

FAILURES

DEATH SAVES

SPELLCASTING ABILITY

SPELL SAVE DC

SPELL ATTACK BONUS

FEATS

WEAPON

TYPE

RANGE

ATK BONUS

DAMAGE

WEAPON

TYPE

RANGE

ATK BONUS

DAMAGE

WEAPON

TYPE

RANGE

ATK BONUS

DAMAGE

ATTACKS

ACCESSIBLE ITEMS

CP

SP

GP

PP

CURRENCY

FEATURES



CHARACTER NAME

AGE	HEIGHT	WEIGHT
EYES	SKIN	HAIR

CHARACTER APPEARANCE

PERSONALITY TRAITS

IDEALS

BONDS

FLAWS

ALLIES & ORGANIZATIONS

OTHER PROFICIENCIES & LANGUAGES

BACKGROUND

CHARACTER BACKSTORY

STOWED ITEMS