

CLASS & LEVEL

BACKGROUND

PLAYER NAME

CHARACTER NAME

RACE

ALIGNMENT

EXPERIENCE POINTS

**STRENGTH**

\_\_\_\_\_

**DEXTERITY**

\_\_\_\_\_

**CONSTITUTION**

\_\_\_\_\_

**INTELLIGENCE**

\_\_\_\_\_

**WISDOM**

\_\_\_\_\_

**CHARISMA**

\_\_\_\_\_

**INSPIRATION**

\_\_\_\_\_

**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)

**SKILLS**

**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
_____	_____	_____
_____	_____	_____
_____	_____	_____

**ATTACKS & SPELLCASTING**

**FEATURES & TRAITS**

\_\_\_\_\_

**PASSIVE WISDOM (PERCEPTION)**

\_\_\_\_\_

**OTHER PROFICIENCIES & LANGUAGES**

\_\_\_\_\_

**EQUIPMENT**

CP \_\_\_\_\_

SP \_\_\_\_\_

EP \_\_\_\_\_

GP \_\_\_\_\_

PP \_\_\_\_\_



AGE	HEIGHT	WEIGHT
EYES	SKIN	HAIR

CHARACTER NAME

CHARACTER APPEARANCE

ALLIES & ORGANIZATIONS

NAME

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SYMBOL

CHARACTER BACKSTORY

ADDITIONAL FEATURES & TRAITS

TREASURE

