

CHARACTER NAME	CLASS & LEVEL	BACKGROUND		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

INITIATIVE

SPEED

HIT POINT MAXIMUM _____

CURRENT HIT POINTS

TEMPORARY HIT POINTS

Total _____
HIT DICE

SUCCESSES
 FAILURES
 DEATH SAVES

TRAITS

NAME	ATK BONUS	DAMAGE/TYPE

ATTACKS

FEATURES

OTHER PROFICIENCIES & LANGUAGES

EQUIPMENT

AGE	HEIGHT	WEIGHT
EYES	SKIN	HAIR

CHARACTER NAME

CHARACTER APPEARANCE

NAME

SYMBOL

ALLIES & ORGANIZATIONS

PERSONALITY TRAITS

IDEALS

BONDS

FLAWS

CHARACTER BACKSTORY

TREASURE

