



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)

SKILLS

ARMOR CLASS

INITIATIVE

SPEED

MAX HP

TEMP HP

DAMAGE

Total _____

 HIT DICE

SUCCESSES
 FAILURES
 DEATH SAVES

NAME	ATK BONUS	DAMAGE/TYPE

ATTACKS & SPELLCASTING

CHARACTER APPEARANCE

FEATURES & TRAITS

PASSIVE WISDOM (PERCEPTION)

OTHER PROFICIENCIES & LANGUAGES

- CB
- SP
- EP
- CB
- PP

EQUIPMENT



CHARACTER NAME	AGE	HEIGHT	WEIGHT
	EYES	SKIN	HAIR

PERSONALITY TRAITS

IDEALS

BONDS

FLAWS

CHARACTER BACKSTORY
ALLIES & ORGANIZATIONS

NOTES

ADDITIONAL FEATURES & TRAITS

TREASURE