

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

PERSONALITY TRAITS

IDEALS

BONDS

FLAWS

NAME	ATK BONUS	DAMAGE/TYPE

ATTACKS & SPELLCASTING

FEATURES & TRAITS

OTHER PROFICIENCIES & LANGUAGES

EQUIPMENT & CHARACTER NOTES