

CHARACTER NAME <hr/>	CLASS & LEVEL <hr/>	BACKGROUND <hr/>	PLAYER NAME <hr/>
<hr/>	RACE <hr/>	ALIGNMENT <hr/>	EXPERIENCE POINTS <hr/>

**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**

**DEATH SAVES**  
 SUCCESSES      
 FAILURES

**PERSONALITY TRAITS**

**IDEALS**

**BONDS**

**FLAWS**

NAME	ATK BONUS	DAMAGE/TYPE

**ATTACKS & SPELLCASTING**

**FEATURES & TRAITS**

**PASSIVE WISDOM (PERCEPTION)**

**OTHER PROFICIENCIES & LANGUAGES**

**CP**

**SP**

**EP**

**GP**

**PP**

**EQUIPMENT**