

CHARACTER NAME

CLASS

LEVEL

PLAYER NAME

RACE

ALIGNMENT

EXPERIENCE POINTS

STRENGTH

INSPIRATION

ARMOR CLASS

INITIATIVE

SPEED

DEXTERITY

PROFICIENCY BONUS

HIT POINT MAXIMUM

CURRENT HIT POINTS

PERSONALITY TRAITS

CONSTITUTION

- STRENGTH
- DEXTERITY
- CONSTITUTION
- INTELLIGENCE
- WISDOM
- CHARISMA

SAVING THROWS

TEMPORARY HIT POINTS

IDEALS

INTELLIGENCE

- 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

TOTAL

HIT DICE

SUCCESSES

FAILURES

DEATH SAVES

BONDS

FLAWS

WISDOM

CHARISMA

NAME      ATK BONUS      DAMAGE/TYPE

ATTACKS & SPELLCASTING

PASSIVE WISDOM (PERCEPTION)

CP

SP

EP

GP

PP

OTHER PROFICIENCIES & LANGUAGES

EQUIPMENT

FEATURES & TRAITS





CHARACTER NAME

AGE

HEIGHT

WEIGHT

EYES

SKIN

HAIR

CHARACTER APPEARANCE

ALLIES & ORGANIZATIONS

NAME

CHARACTER BACKSTORY

ADDITIONAL FEATURES & TRAITS

TREASURE

