



class & level

background

player name

race

alignment

exp point

character name

inspiration

proficiency bonus

strength

dexterity

constitution

intelligence

wisdom

charisma

- 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

Successes

Failures

DEATH SAVES

Name	Atk Bonus	Damage/Type

ATTACKS & SPELLCASTING

PERSONALITY TRAITS

IDEALS♥

BONDS

FLAWS



passive wisdom (perception)

CP

SP

EP

GP

PP

OTHER PROFICIENCIES & LANGUAGES

EQUIPMENT

FEATURES & TRAITS





character name	age	height	weight
	eyes	skin	hair

CHARACTER APPEARANCE

NAME

SYMBOL

ALLIES & ORGANIZATIONS



CHARACTER BACKSTORY

ADDITIONAL FEATURES & TRAITS

TREASURE

