

CHARACTER NAME	CLASS & LEVEL	BACKGROUND	PLAYER NAME
	RACE	ALIGNMENT	EXPERIENCE POINTS

**PROFICIENCY BONUS**

**INSPIRATION**

— SAVING THROWS  
 — ATHLETICS

**STRENGTH**

— SAVING THROWS  
 — ACROBATICS  
 — SLEIGHT OF HAND  
 — STEALTH

**DEXTERITY**

— SAVING THROWS

**CONSTITUTION**

— SAVING THROWS  
 — ARCANA  
 — HISTORY  
 — INVESTIGATION  
 — NATURE  
 — RELIGION

**INTELLIGENCE**

— SAVING THROWS  
 — ANIMAL HANDLING  
 — INSIGHT  
 — MEDICINE  
 — PERCEPTION  
 — SURVIVAL

**WISDOM**

— SAVING THROWS  
 — DECEPTION  
 — INTIMIDATION  
 — PERFORMANCE  
 — PERSUASION

**CHARISMA**

**PASSIVE WISDOM (PERCEPTION)**

**ARMOR CLASS**

**INITIATIVE**

**SPEED**

**HIT POINT MAXIMUM**

**CURRENT HIT POINTS**

**TEMPORARY HIT POINTS**

Total <input style="width: 80%;" type="text"/>	SUCCESSES <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
HIT DICE	FAILURES <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
DEATH SAVES	

PERSONALITY TRAITS

IDEALS

BONDS

FLAWS

NAME	ATK BONUS	DAMAGE/TYPE

**ATTACKS & SPELLCASTING**

**FEATURES & TRAITS**

**OTHER PROFICIENCIES & LANGUAGES**

**EQUIPMENT & CHARACTER NOTES**