

| | | | |
|----------------|---------------|------------|-------------------|
| 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