

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   
 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