



CLASS & LEVEL

BACKGROUND

PLAYER NAME

CHARACTER NAME

RACE & SIZE

ALIGNMENT

EXPERIENCE POINTS

INSPIRATION

PROFICIENCY

PASSIVE
PERCEPTION

STRENGTH

- ◆ ○ SAVING THROWS
○ ○ ATHLETICS

DEXTERITY

- ◆ ○ SAVING THROWS
○ ○ ACROBATICS
○ ○ SLEIGHT OF HAND
○ ○ STEALTH

CONSTITUTION

- ◆ ○ SAVING THROWS
HIT DICE

d

TOTAL USED

INTELLIGENCE

- ◆ ○ SAVING THROWS
○ ○ ARCANA
○ ○ HISTORY
○ ○ INVESTIGATION
○ ○ NATURE
○ ○ RELIGION

WISDOM

- ◆ ○ SAVING THROWS
○ ○ ANIMAL HANDLING
○ ○ INSIGHT
○ ○ MEDICINE
○ ○ PERCEPTION
○ ○ SURVIVAL

CHARISMA

- ◆ ○ SAVING THROWS
○ ○ DECEPTION
○ ○ INTIMIDATION
○ ○ PERFORMANCE
○ ○ PERSUASION

DARKVISION

ARMOR
CLASS

INITIATIVE

RUN

CLIMB

SWIM

FLY

TOTAL HP

TEMPORARY HP

DEATH

LIFE

CURRENT HIT POINTS

WEAPON

ATK

DAMAGE

S
P
BS
P
BS
P
BS
P
BS
P
BS
P
B

AMMO

TOTAL USED

TOTAL USED

TOTAL USED

TOTAL USED

WORN GEAR



LANGUAGES

WEAPONS

ARMOR

TOOLS

ADVANTAGES

PROFICIENCIES

BACKPACK

ITEM

WT

ITEM

WT

ITEM

WT

CARRYING CAPACITY

ENCUMBERED

HEAVILY
ENCUMBERED

PP

GP

EP

SP

CP

FEATURES & TRAITS



BACKGROUND



CHARACTER NAME

AGE

HEIGHT

WEIGHT

EYES

SKIN

HAIR

CHARACTER APPEARANCE

ALLIES & ORGANIZATIONS

DEITY

PERSONALITY TRAITS

IDEALS

BONDS

FLAWS

ADDITIONAL FEATURES & TRAITS

BACKSTORY

STORAGE