

PLAYER NAME

CLASS & LEVEL

ALIGNMENT

BACKGROUND

EXPERIENCE POINTS

ANCESTRY

CHARACTER NAME

STRENGTH

INSPIRATION

ARMOR CLASS

INITIATIVE

SPEED

PERSONALITY TRAITS

DEXTERITY

PASSIVE PERCEPTION

HP Max

CURRENT HP

TEMPORARY HP

IDEALS

CONSTITUTION

- ◆ Strength
- ◆ Dexterity
- ◆ Constitution
- ◆ Intelligence
- ◆ Wisdom
- ◆ Charisma

SAVING THROWS

Total

HIT DICE

Successes

Failures

DEATH SAVES

BONDS

INTELLIGENCE

- ◆ 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)
- ◆ Slight of Hand (Dex)
- ◆ Stealth (Dex)
- ◆ Survival (Wis)

SKILLS

NAME

ATK BONUS

DAMAGE/TYPE

FLAWS

Total

RESOURCE

Total

RESOURCE

WISDOM

CHARISMA

ATTACKS AND SPELLCASTING

CP

SP

EP

GP

PP

PROFICIENCIES AND LANGUAGES

EQUIPMENT

FEATURES AND TRAITS