

CHARACTER NAME

CLASS	LEVEL	BACKGROUND	XP
RACE	ALIGNMENT	PLAYER NAME	

**STRENGTH** MOD SAVE

- Athletics

**DEXTERITY** MOD SAVE

- Acrobatics
- Sleight of Hand
- Stealth

**CONSTITUTION** MOD SAVE

**INTELLIGENCE** MOD SAVE

- Arcana
- History
- Investigation
- Nature
- Religion

**WISDOM** MOD SAVE

- Animal Handling
- Insight
- Medicine
- Perception
- Survival

**CHARISMA** MOD SAVE

- Deception
- Intimidation
- Performance
- Persuasion

INSPIRATION PROFICIENCY BONUS

ARMOR CLASS INITIATIVE SPEED

HIT POINTS CURRENT HIT POINTS

TOTAL	DIE
SPENT HIT DICE	TEMPORARY HIT POINTS

HIT DICE

SUCCESSES

FAILURES

DEATH SAVES

PASSIVE WISDOM (PERCEPTION) PASSIVE INTELLIGENCE (INVESTIGATION)

MELEE ATTACK	BONUS	DAMAGE/TYPE	
RANGED ATTACK	BONUS	RANGE	DAMAGE/TYPE

ATTACKS

BACKGROUND FEATURE

OTHER PROFICIENCIES & LANGUAGES

FEATURES & TRAITS



