

CHARACTER NAME \_\_\_\_\_

# 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

RACE \_\_\_\_\_ CLASS \_\_\_\_\_ Hit-Die (d ) Level

SEX \_\_\_\_\_ CLASS \_\_\_\_\_ (d ) Level

ALIGNMENT \_\_\_\_\_ CLASS \_\_\_\_\_ (d ) Level

BACKGROUND \_\_\_\_\_

## WEAPON

DAMAGE

RANGE/NOTES

MAX. HIT-POINTS

ARMOUR CLASS

SPEED

INITIATIVE

ARMOUR PROFICIENCY:

- LIGHT
- MEDIUM
- HEAVY

ARMOUR WORN:

WEIGHT:

SPELL SAVE DC

8 + ABILITY MODIFIER  
+ PROFICIENCY BONUS

## SPELL SLOTS OF LEVEL:

1ST	2ND	3RD	4TH	5TH	6TH	7TH	8TH	9TH
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## FEATURES & TRAITS

PROFICIENCY BONUS



INSPIRATION

EXPERIENCE POINTS

EQUIPMENT

COIN

PLATINUM

GOLD

SILVER

COPPER

TREASURE

MISCELLANEOUS

OTHER PROFICIENCIES  
& LANGUAGES

PERSONALITY TRAITS

IDEALS

BONDS

FLAWS