

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

PASSIVE

PERCEPTION

CHARISMA

SAVING THROWS

- DECEPTION
- INTIMIDATION
- PERFORMANCE
- PERSUASION

PROFICIENCY BONUS



INSPIRATION

EXPERIENCE POINTS

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

DEATH SAVES

DEATH
 LIFE



EQUIPMENT

COIN

TREASURE

PLATINUM

GOLD

SILVER

COPPER

MISCELLANEOUS

OTHER PROFICIENCIES
& LANGUAGES

PERSONALITY TRAITS

IDEALS

BONDS

FLAWS