

CLASS & LEVEL

SUBCLASS

EXPERIENCE POINTS

CHARACTER NAME

PLAYER NAME

RACE

BACKGROUND

ALIGNMENT

STRENGTH

DEXTERITY

CONSTITUTION

INTELLIGENCE

WISDOM

CHARISMA

**SKILLS**

- 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)
- Sleight of Hand (Dex)
- Stealth (Dex)
- Survival (Wis)

PROFICIENCY BONUS

STATUS

INITIATIVE

SPEED

INSPIRATION

**HIT POINTS**

MAX	CURRENT	TEMP
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**HIT DICE**

TYPE	USED	MAX
d		

**DEATH SAVES**

<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	SUCCESSES
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	FAILURES

**EXHAUSTION CONDITIONS**

1	2	3	4	5	6
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**PASSIVE INSIGHT**

**PASSIVE INVESTIGATION**

**PASSIVE PERCEPTION**

**ATTACKS**

Name	Atk Bonus	Damage/Type	Range/Properties

**ARMOR**

Name	Base AC	Properties


**ARMOR CLASS**

**PROFICIENCIES, LANGUAGES, & FEATS**

**TREASURE & EQUIPMENT**

PP
GP
EP
SP
CP

**FEATURES & TRAITS**



BACKSTORY

HOMELAND

CHARACTER APPEARANCE

CHARACTER NAME

AGE

HEIGHT

WEIGHT

EYES

SKIN

HAIR

ALLIES & ORGANIZATIONS

ADDITIONAL FEATURES & TRAITS

PERSONALITY TRAITS

IDEALS

BONDS

FLAWS

ADDITIONAL TREASURE

