

CLASS & LEVEL

SUBCLASS

EXPERIENCE POINTS

CHARACTER NAME

PLAYER NAME

RACE

BACKGROUND

ALIGNMENT

STRENGTH

DEXTERITY

CONSTITUTION

INTELLIGENCE

WISDOM

CHARISMA

SKILLS

PROFICIENCY BONUS

STATUS

INITIATIVE

SPEED

INSPIRATION

PASSIVE INSIGHT

PASSIVE INVESTIGATION

PASSIVE PERCEPTION

ARMOR CLASS

ATTACKS

Name	Atk Bonus	Damage/Type	Range/Properties

HIT POINTS

MAX	CURRENT	TEMP

HIT DICE

TYPE	USED	MAX
d		

DEATH SAVES

SUCCESSSES

FAILURES

ARMOR

Name	Base AC	Properties

EXHAUSTION

CONDITIONS

PROFICIENCIES, LANGUAGES, & FEATS

TREASURE & EQUIPMENT

FEATURES & TRAITS

PP

GP

EP

SP

CP

BACKSTORY

HOMELAND

CHARACTER APPEARANCE

CHARACTER NAME

AGE

HEIGHT

WEIGHT

EYES

SKIN

HAIR

PERSONALITY TRAITS

IDEALS

BONDS

FLAWS

ALLIES & ORGANIZATIONS

ADDITIONAL FEATURES & TRAITS

ADDITIONAL TREASURE

