CP

SP

EP

GP

PP

EQUIPMENT

INTELLIGENCE

WISDOM

CHARISMA

FEATURES & TRAITS

NAME	ATK BONUS	DAMAGE/TYPE

ATTACKS & SPELLCASTING

STRENGTH

CONSTITUTION

DEXTERITY

PROFICIENCY BONUS

INSPIRATION

PASSIVE WISDOM (PERCEPTION)

CLASS & LEVEL

BACKGROUND

RACE

ALIGNMENT

EXPERIENCE POINTS

- ____ Strength
- ____ Dexterity
- ____ Constitution
- ____ Intelligence
- ____ Wisdom
- ____ Charisma

SAVING THROWS

- ____ 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)

SKILLS

OTHER PROFICIENCIES & LANGUAGES

ARMOR CLASS

INITIATIVE

SPEED

HIT POINT MAXIMUM

CURRENT HIT POINTS

TEMPORARY HIT POINTS

Total

HIT DICE

SUCCESSES

FAILURES

DEATH SAVES

PERSONALITY TRAITS

IDEALS

BONDS

FLAWS