

Class & Level _____ Character Name _____ Age _____ Height _____ Weight _____

Race _____ Hair _____ Eyes _____ Skin _____

Background _____ Alignment _____ Experience Points _____ Player Name _____

Saving Throws

○ ... Str ○ ... Int
 ○ ... Dex ○ ... Wiz
 ○ ... Con ○ ... Cha

Death Saves

+ ○ ○ ○ ○ -

Hit Points

Max. Temp.

AC

Initiative

Speed

Proficiency Bonus

Passive Perception

Proficiencies

Armor **Weapons**

○ Light ○ Simple
 ○ Medium ○ Martial
 ○ Heavy ○ Shields

Hit Dice

Total

STR

... Athletics

Inspiration ○

DEX

... Acrobatics
... Sleight of Hand
... Stealth

Bonus Resources

Personality Traits:

Ideals:

Bonds:

Flaws:

CON



INT

... Arcana
... History
... Investigation
... Nature
... Religion



Proficiencies & Languages

WIS

... Animal Handling
... Insight
... Medicine
... Perception
... Survival



Conditions & Resistances

CHA

... Deception
... Intimidation
... Performance
... Persuasion

Weapon or Spell	To Hit	Damage	Type

Equipment:

Ammo □□□○○○○ □□□○○○○ □□□○○○○

Features & Traits