

STRENGTH

▼

DEXTERITY

▼

CONSTITUTION

▼

CHARACTER NAME

PLAYER NAME

RACE

ARMOR CLASS

INITIATIVE

LV

EXP

ALIGNMENT

SPEED

INSPIRATION

BACKGROUND

INTELLIGENCE

▼

WISDOM

▼

CHARISMA

▼

CURRENT HP

TEMPORARY HP

HIT DICE

✓

○

○

○

×

○

○

○

DEATH SAVES

△

△

△

△

△

△

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>

NAME

ATTACK BONUS

DAMAGE TYPE

ATTACKS AND SPELLCASTING

PERSONALITY TRAITS

IDEALS

BONDS

FLAWS

PROFICIENCIES & LANGUAGES

GP

SP

EP

GP

PP

EQUIPMENT

FEATURES & TRAITS