

Player Name		Character Name		
Race	Class		Alignment	
Hair	Eyes	Size	Sex	
Appearance		Age	Handed	

Strength

Dexterity

Constitution

Intelligence

Wisdom

Charisma



Proficiency Bonus

Passive Perception

Saving Throws

Strength

Dexterity

Constitution

Intelligence

Wisdom

Charisma

Skills

Acrobatics (Dex)

Animal Handling (Wis)

Arcana (Int)

Athletics (Str)

Deception (Cha)

History (Int)

Insight (Wis)

Intimidation (Chr)

Investigation (Int)

Medicine (Wis)

Nature (Int)

Perception (Wis)

Performance (Chr)

Persuasion (Chr)

Religion (Int)

Slight of Hand (Dex)

Stealth (Dex)

Survival (Wis)

Armor Class Initiative Speed

Armor Breakdown

Armor   Light

Shield   Medium

Dex   Heavy

Other   Stealth Penalty

Proficiencies

Simple Melee Weapons

Simple Ranged Weapons

Martial Melee Weapons

Martial Ranged Weapons

Light Armor

Medium Armor

Heavy Armor

Shields

Spell Breakdown

Save DC  Known

Atk Mod  Cantrips

Spell Slots

1st Level  2nd Level

3rd Level  4th Level

5th Level  6th Level

7th Level  8th Level

9th Level

Class Points

Max HP  Current HP  Temp HP

Hit Dice:

Death Saves  
 Successes

Failures

Inspire

Weapon	Hit Bonus	Damage	Type

Ammo

Notes

Wealth

CP

SP

EP

GP

PP

Experience

Level  Next Level

