

CLASS & LEVEL _____ PLAYER NAME _____
 RACE _____ ALIGNMENT _____ EXPERIENCE POINTS _____
 CHARACTER NAME _____

PROFICIENCY BONUS

◆ — SAVING THROWS
 ○ — ATHLETICS

STRENGTH

◆ — SAVING THROWS
 ○ — ACROBATICS
 ○ — SLEIGHT OF HAND
 ○ — STEALTH

DEXTERITY

◆ — SAVING THROWS

CONSTITUTION

◆ — SAVING THROWS
 ○ — ARCANA
 ○ — HISTORY
 ○ — INVESTIGATION
 ○ — NATURE
 ○ — RELIGION

INTELLIGENCE

◆ — SAVING THROWS
 ○ — ANIMAL HANDLING
 ○ — INSIGHT
 ○ — MEDICINE
 ○ — PERCEPTION
 ○ — SURVIVAL

WISDOM

◆ — SAVING THROWS
 ○ — DECEPTION
 ○ — INTIMIDATION
 ○ — PERFORMANCE
 ○ — PERSUASION

CHARISMA

◆ — SAVING THROWS
 ○ — DECEPTION
 ○ — INTIMIDATION
 ○ — PERFORMANCE
 ○ — PERSUASION

PASSIVE WISDOM (PERCEPTION)

ARMOR CLASS = + + + + +

Dex Mod Natural Armor Armor Shield Misc

Max HP _____ TEMP HP _____ INITIATIVE _____
 CURRENT HIT POINTS _____ SPEED _____ INSPIRATION _____

Total _____ HIT DICE _____
 SUCCESSES _____ FAILURES _____
 DEATH SAVED _____

SPELL CASTING ABILITY _____ SPELL SAVE DC _____ SPELL ATTACK BONUS _____ SORCERER/PSYKI POINTS _____

No. of spell slots _____ Spell level _____
 Spells used _____
 NUMBER OF CANTRIPS KNOWN: _____ NUMBER OF SPELLS KNOWN: _____
 Spell level _____

OTHER PROFICIENCIES & LANGUAGES

WEAPON _____	TYPE _____
RANGE _____	ATK BONUS _____ DAMAGE _____
WEAPON _____	TYPE _____
RANGE _____	ATK BONUS _____ DAMAGE _____
WEAPON _____	TYPE _____
RANGE _____	ATK BONUS _____ DAMAGE _____
WEAPON _____	TYPE _____
RANGE _____	ATK BONUS _____ DAMAGE _____
WEAPON _____	TYPE _____
RANGE _____	ATK BONUS _____ DAMAGE _____
WEAPON _____	TYPE _____
RANGE _____	ATK BONUS _____ DAMAGE _____

ATTACKS

FEATURES

EQUIPMENT & TREASURE

CP _____
 SP _____
 GP _____
 PP _____