

DE TY	CLASS & LE	VEL	EXPERIENCE POINTS	PLAYER NAME
	RACE/ANCE	ESTRY/HERITAGE	BACKGROUND	CAMPAIGN or PLAYER ID
STR	PROFICIENCY	ARMOR AND S	A SPEED	FEATURES, TRAITS & MORE
	+ BONUS	CLASS (AC) INITIATIVE	AI CH	ignment:
	V	(Ac)	Ba	ackground [PHB p. 135]
~	SAVING THROWS			Type:
	Strength Saves	Armor Worn:	•1	Feature:
DEX	Dexterity Saves		•1	Traits:
(Constitution Saves	HIT POINTS H	IT DICE - I	Ideal:
	Intelligence Saves	32	_	Bond:
	Wisdom Saves Charisma Saves			Flaw:
~	* Prof. bonus added	DEATH SAVES: Success O O O Fa	ail 000	riaw.
CON			Ra	ace/Ancestry/Heritage Traits
	SKILLS	WEAPON & UNARMED ATTAC	CKS	
	Acrobatics (Dex)	Attacks Per Attack Action:	H	
	Animal Handling (Wis)			
V	Arcana (Int)	Main Weapon:	200	
	Athletics (Str) Deception (Cha)	Wall Weapon.		100/3
INT	History (Int)			
	Insight (Wis)			
	Intimidation (Cha)		_	
/	Investigation (Int)	Secondary Weapon / Attack Cantrip:	_	
-	Medicine (Wis)		_	(continue on back as needed
WIS	Nature (Int)		Sn	pellcasting [PHB p. 201]
	Perception (Wis)			
	Performance (Cha) Persuasion (Cha)	MAGIC, FEATS & SPECIAL ATTA	CKS	Spell Attack Modf. +
	Religion (Int)			Spell Save DC
V	Sleight of Hand (Dex)			
	Stealth (Dex)		Cla	ass Abilities & Spells Known
CHA	Survival (Wis)			
	* Prof. bonus added			
		(continue on back as	needed)	
~	PASSIVE WISDOM	(continue on buck us	Ticeded	
	(PERCEPTION)	EQUIPMENT & TREASURE		
		Carried Gear [PHB, p. 143]:		
PROFIC	CIENCIES & LANGUAGES			
rmor:				
/eapons:				
	1			
ools:				
aving Throws	s:	(continue on back as	needed)	
and mows				
kills:		Coins & Gems:		
		gold pieces (gp)		
		silver pieces (sp)		Maria Carlos Carlos
anguages:		copper pieces (cp)		
		gems	_	(continue on back as needed