



# CHARACTER SHEET

PLAYER \_\_\_\_\_

CLASS \_\_\_\_\_

LEVEL \_\_\_\_\_

CHARACTER \_\_\_\_\_

RACE \_\_\_\_\_

XP \_\_\_\_\_

ALIGNMENT \_\_\_\_\_

BACKGROUND \_\_\_\_\_

PROF BONUS \_\_\_\_\_

## ATTACKS/SPELLCASTING

NAME \_\_\_\_\_

BONUS \_\_\_\_\_

DMG/TYPE \_\_\_\_\_

HIT DICE \_\_\_\_\_

HITPOINTS \_\_\_\_\_

TEMP HP \_\_\_\_\_

CURRENT HP \_\_\_\_\_

PASSIVE WISDOM \_\_\_\_\_

INSPIRATION \_\_\_\_\_

(PERCEPTION)

## SKILLS

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 (INT) ☐

STEALTH (DEX) ☐

SURVIVAL (WIS) ☐

## ABILITIES

SAVES

STR

DEX

CON

INT

WIS

CHA

SPEED \_\_\_\_\_

INIT \_\_\_\_\_

## PERSONALITY TRAITS

IDEALS \_\_\_\_\_

BONDS \_\_\_\_\_

FLAWS \_\_\_\_\_

AC

4w



# NOTES & FEATURES

## EQUIPMENT

## OTHER PROFICIENCIES & LANGUAGES

CP

SP

EP

GP

PP

4w