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CHAR/	CHARACTE	R NAME			
CLASS & LE		VEL EXPERIENCE		PLAYER NAME	
	RACE/ANC	ESTRY/HERITAGE	BACKGROUND	CAMPAIGN or PL	AYER ID
CTD.		THE AND	✓ SPEED	FEATURES, TRAITS &	MORE
STR	+ PROFICIENCY BONUS	ARMOR CLASS (AC) INITIATIVE	E3 20	Alignment:	MORE
SAVING THROWS				Background [PHB p. 135] • Type:	
	Strength Saves	Armor Worn:		• Feature:	
DEX	Dexterity Saves	ALL DOINTS	IIIT DICE	• Traits:	
1 1	Constitution Saves	HIT POINTS	HIT DICE	• Ideal:	
II	Intelligence Saves Wisdom Saves	38		• Bond:	
$\overline{}$	Charisma Saves	DEATH SAVES: Success O O	O Fail O O O	• Flaw:	
	* Prof. bonus added	DEATH SAVES. Success 6 6	0 1411 0 0 0		
CON SKILLS		WEAPON & UNARMED ATTACKS		Race/Ancestry/Heritage Traits	
	Acrobatics (Dex)	Attacks Per Attack Action:			
	Animal Handling (Wis)				
~	Arcana (Int) Athletics (Str)	Main Weapon:			
	Deception (Cha)				
INT	History (Int)				
1 1	Insight (Wis)	<u> </u>			
	Intimidation (Cha)				
$\overline{}$	Investigation (Int)	Secondary Weapon / Attack Cant	trip:		
	Medicine (Wis)			(continue on b	ack as needed)
WIS	Nature (Int)			Spellcasting [PHB p. 201]	
"	Perception (Wis)				
	Performance (Cha) Persuasion (Cha) Religion (Int)	MAGIC, FEATS & SPECIAL ATTACKS		Spell Attack Modf. + Spell Save DC	
~	Sleight of Hand (Dex)				
T	Stealth (Dex)			Class Abilities & Spells Know	n
CHA	Survival (Wis)				
1 1	* Prof. bonus added				
	DASCINE MISDOM	(continue on back as needed)			
PASSIVE WISDOM (PERCEPTION)		EQUIPMENT & TREASURE			
		Carried Gear [PHB, p. 143]:			
PROFIC	CIENCIES & LANGUAGES	Carried Coar [, 112, pr 210].			
Armor:					
Weapons:					
Tools:					
Saving Throw	s:	(continue on ba	ck as needed)		
Skills:		Coins & Gems:			
J		gold pieces (gp)			
		silver pieces (sp)			
Languages:		copper pieces (cp)			
		gems			
		·		(continue on b	ack as needed)