

CLASS & LEVEL

BACKGROUND

PLAYER NAME

CHARACTER NAME

RACE

ALIGNMENT

EXPERIENCE POINTS

INSPIRATION

PASSIVE PERCEPTION

PROFICIENCY BONUS

ARMOR CLASS

INITIATIVE

SPEED

MAX HP

SUCCESSES

FAILURES

CURRENT HP

DEATH SAVES

STRENGTH

DEXTERITY

INTELLIGENCE

CONSTITUTION

WISDOM

CHARISMA

NAME

ATK BONUS

DAMAGE/TYPE

ATTACKS & SPELLS

COPPER

SILVER

GOLD

LANGUAGES, TRAITS, & SKILLS

EQUIPMENT