

CHARACTER

RACE

BACKGROUND

CLASS(ES)

PLAYER

PATRON / GOD

RESIDENCE

APPEARANCE

PERSONALITY

LEVEL

ALIGNMENT

AGE

HEIGHT

WEIGHT

STRENGTH

DEXTERITY

CONSTITUTION

INTELLIGENCE

WISDOM

CHARISMA

SCORE

MODIFIER

SAVING THROW

HIT POINTS

MAXIMUM

TEMPORARY

HIT DICE

USED

PROFICIENCY BONUS

PASSIVE PERCEPTION

OBSERVANT (FEAT)

ACROBATICS

ANIMAL HANDLING

ARCANA

ATHLETICS

DECEPTION

HISTORY

INSIGHT

INTIMIDATION

INVESTIGATION

MEDICINE

NATURE

PERCEPTION

PERFORMANCE

PERSUASION

RELIGION

SLEIGHT OF HAND

STEALTH

SURVIVAL

MODIFIER

ARMOR

CLASS

ARMOR WORN

SHIELD CARRIED

ABILITY MODIFIERS

OTHER ITEMS & FEATS

DEFENSES

AC MODIFIER

SPECIAL DEFENSES

SAVE BONUS

DAMAGE REDUCTION

STEALTH DISADVANTAGE

ALERT (FEAT)

INITIATIVE

SPEED

EXTRA ATTACKS

SPECIAL POWER

USES / POINTS

INSPIRATION

WEAPON / ATTACK

ATTACK

DAMAGE / EFFECT

CRIT / SAVE

RANGE

FEATURES, FEATS & NOTES

PROFICIENCIES & LANGUAGES

COINS & VALUABLES	
PP	
EP	
GP	
SP	
CP	

TOTAL WEIGHT	
CARRYING CAPACITY	
PUSH / DRAG / LIFT	

EXPERIENCE POINTS	
TOTAL	NEXT

COMPANION / WILD SHAPE	NOTES	SPEED	ARMOR CLASS	HIT POINTS	ATTACK	DAMAGE / EFFECT