

CHARACTER NAME

WHAT I LOOK LIKE

MY CLASS

LEVEL

RACE

AGE

BACKGROUND

XP

EYES

HAIR

HEIGHT

WEIGHT

STRENGTH

DEXTERITY

CONSTITUTION

BONUS

SAVE

BONUS

SAVE

BONUS

SAVE

INTELLIGENCE

WISDOM

CHARISMA

BONUS

SAVE

BONUS

SAVE

BONUS

SAVE

PROFICIENCY

INSPIRATION

PASSIVE PERCEPTION

1d20

SKILLS

- \_\_\_ ACROBATICS: I'm good at tumbling, flipping, and rolling.
- \_\_\_ ANIMAL HANDLING: Animals really like me
- \_\_\_ ARCANA: I know about magic, spells, and weird things
- \_\_\_ ATHLETICS: I'm good at running, jumping, and climbing
- \_\_\_ DECEPTION: I'm good at lying and playing tricks on people
- \_\_\_ HISTORY: I know about things that happened a long time ago
- \_\_\_ INSIGHT: I know how people feel and can tell when they're lying
- \_\_\_ INTIMIDATION: I'm good at scaring people!
- \_\_\_ INVESTIGATION: I can find clues and secrets
- \_\_\_ MEDICINE: I can help people when they're sick
- \_\_\_ NATURE: I know all about plants and animals
- \_\_\_ PERCEPTION: I'm good at finding and spotting things
- \_\_\_ PERFORMANCE: I'm good at putting on a show!
- \_\_\_ PERSUASION: I can get people to do what I want to do
- \_\_\_ RELIGION: I know about the gods and prayers
- \_\_\_ SLEIGHT OF HAND: I'm good at hiding things and taking things
- \_\_\_ STEALTH: I'm good at hiding and staying quiet
- \_\_\_ SURVIVAL: I can follow footprints and track animals

ARMOUR

INITIATIVE

SPEED

Hit Point  
Maximum

Temporary  
Hit Points

HIT DICE

Used

Total

DEATH SAVES

SUCCESSSES

FAILURES

NAME

ATK BONUS

DAMAGE

1d20 +

1d20 +

1d20 +

AMMUNITION



OTHER COMBAT STUFF

STUFF I CAN DO