

CHARACTER NAME

WHAT I LOOK LIKE

MY CLASS

LEVEL

RACE      AGE      BACKGROUND      XP

EYES      HAIR      HEIGHT      WEIGHT

**STRENGTH**

BONUS      SAVE

**DEXTERITY**

BONUS      SAVE

**CONSTITUTION**

BONUS      SAVE

**INTELLIGENCE**

BONUS      SAVE

**WISDOM**

BONUS      SAVE

**CHARISMA**

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      DEATH SAVES

Used      Total      SUCCESSES      FAILURES

NAME      ATK BONUS      DAMAGE

1d20 +     

1d20 +     

1d20 +     

AMMUNITION

OTHER COMBAT STUFF

STUFF I CAN DO