

CHARACTER NAME

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

WHAT I LOOK LIKE

PROFICIENCY

INSPIRATION

PASSIVE PERCEPTION

MY CLASS

LEVEL

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

NAME ATK BONUS DAMAGE

1d20 +

1d20 +

1d20 +

○ ○ ○ ○ ○ ○ ○ ○ ○ ○
○ ○ ○ ○ ○ ○ ○ ○ ○ ○

AMMUNITION

OTHER COMBAT STUFF

STUFF I CAN DO

ARMOUR

INITIATIVE

SPEED

Hit Point
Maximum

Temporary
Hit Points

HIT DICE

Used

Total

DEATH SAVES

SUCCESSSES ○ ○ ○ ○

FAILURES ○ ○ ○ ○