Character name

Race

Class and level

Experience

Alignment

Background

Armor class

Initiative

Speed

ft

Current hitpoints

max

Temporary hitpoints

hit Dice

Death Saves

failures

successes

Passive wisdom (perception)

Proficiency bonus

value	score	mod	save
	STR		○
	DEX		○
	CON		○
	INT		○
	WIS		○
	CHA		○

weapon	attack	dmg

Proficiences

Languages

Features & Traits

Strength	
Athletics	○
Dexterity	
Acrobatics	○
Sleight of Hand	○
Stealth	○
Intellegence	
Arcana	○
History	○
Investigation	○
Religion	○
Nature	○
Wisdom	
Animals	○
Insight	○
Medicine	○
Perception	○
Survival	○
Charisma	
Intimidation	○
Deception	○
Performance	○

Skills

pp	gp	ep	sp	cp

Inventory