NAME:_____

BACKGROUND: _____ ALIGNMENT: _____

RACE: _____ CLASS & LEVEL: _____

	Attribute	Modifier	Saving Throw	Prof.
STRENGTH				○
DEXTERITY				○
CONSTITUTION				○
INTELLIGENCE				○
WISDOM				○
CHARISMA				○

PLAYER NAME: _____

GENDER:_____ SZ/HEIGHT:_____ WEIGHT:_____

EYES:_____ HAIR:_____ AGE:_____

HIT POINTS	WOUNDS HD_____

MOVEMENT

PROFICIENCY

INITIATIVE

ARMOR CLASS

ARMOR	BASE/BONUS	WGT

SKILLS

- ○ Acrobatics (Dex) _____
- ○ Animal Handling (Wis) _____
- ○ Arcana (Int) _____
- ○ Athletics (Str) _____
- ○ Deception (Cha) _____
- ○ History (Int) _____
- ○ Insight (Wis) _____
- ○ Intimidation (Cha) _____
- ○ Investigation (Int) _____
- ○ Medicine (Wis) _____
- ○ Nature (Int) _____
- ○ Perception (Wis) _____
- ○ Performance (Cha) _____
- ○ Persuasion (Cha) _____
- ○ Religion (Int) _____
- ○ Sleight of Hand (Dex) _____
- ○ Stealth (Dex) _____
- ○ Survival (Wis) _____

PROFICIENCIES

_____

_____

_____

_____

_____

ATTACK	ATTACK BONUS	RANGE	DAMAGE

Notes

SPECIAL ABILITIES/ TRAITS / FEATS

Equipment & Gear

Item	Location	Wgt	Item	Location	Wgt

Spells Available

Save		5th	
1st		6th	
2nd		7th	
3rd		8th	
4th		9th	

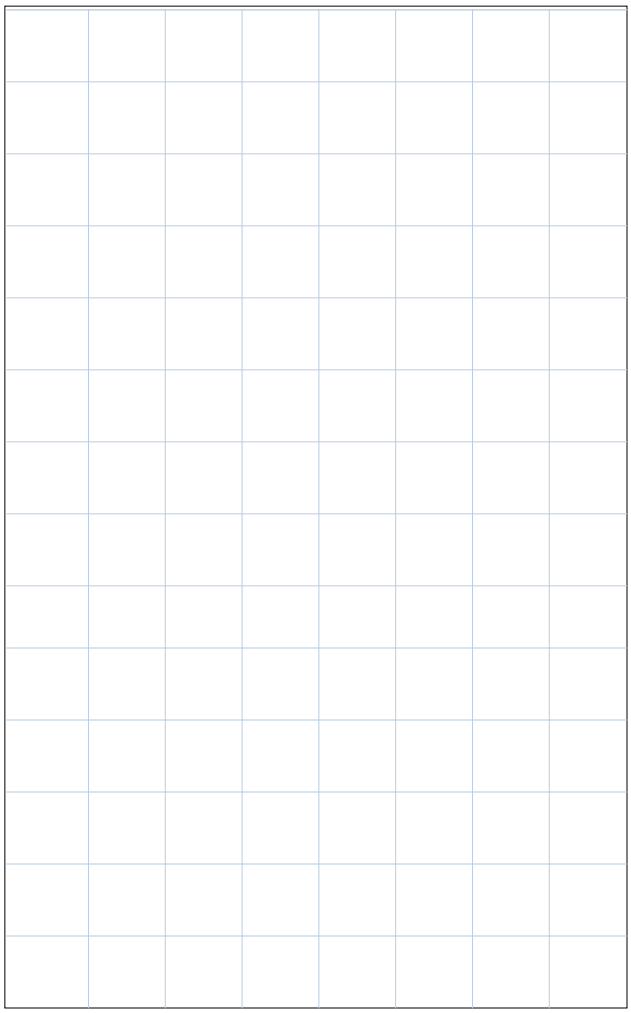
Coins

XP

XP to Next Level

Notes / Campaign History / Journal

Magical Items/Treasure



Personality Traits

Ideals

Bonds

Flaws

GameMaster

Campaign

Revision #