

Class &amp; Level

Background

Player Name

Race

Alignment

Experience Points

Character name

Strength

Dexterity

Constitution

Intelligence

Wisdom

Charisma

Proficiency

- ☐ — Strength
- ☐ — Dexterity
- ☐ — Constitution
- ☐ — Intelligence
- ☐ — Wisdom
- ☐ — Charisma

Saving throws

- ☐ — 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)
- ☐ — Slight of hand (Dex)
- ☐ — Stealth (Dex)
- ☐ — Survival (Wis)

Skills

Passive Perception

Armor Class

Inspiration

Hit Points

Speed

Personality traits

Temporary hp

Hit dice

Successes ☐ ☐ ☐Failures ☐ ☐ ☐

Death Saves

Flaws

Bonds

Ideals

Languages &amp; other proficiencies

Features &amp; Traits

Equipment



Dark Elf Dice

GoldElchArt