

CLASS & LEVEL (IF APPLICABLE)

PLAYER NAME

NPC NAME

RACE OR SPECIES

ALIGNMENT

ALLIANCE / GROUP

STRENGTH

DEXTERITY

CONSTITUTION

INTELLIGENCE

WISDOM

CHARISMA

PROFICIENCY BONUS

- ___ Strength
- ___ Dexterity
- ___ Constitution
- ___ Intelligence
- ___ Wisdom
- ___ Charisma

SAVING THROWS

SKILLS

FEATURES & TRAITS

PASSIVE WISDOM (PERCEPTION)

OTHER PROFICIENCIES & LANGUAGES

ARMOR CLASS

INITIATIVE

SPEED

Hit Point Maximum

CURRENT HIT POINTS

TEMPORARY HIT POINTS

CONDITIONS

NAME

ATK BONUS

DAMAGE/TYPE

ATTACKS & SPELLCASTING

ROLEPLAY INFORMATION

EQUIPMENT

SPELLS