# Hero

Name

Race

Class

Background

Traits

Ideals

Bonds

Flaws

# Stats & Skills

Level

Strength

Constitution

Dexterity

Intelligence

Wisdom

Charisma

Proficiency Bonus

mod

mod

mod

mod

mod

mod

Saving Throw

Passive Perception

- Athletics

- Acrobatics
- Sleight of Hand
- Stealth

- Arcana
- History
- Investigation
- Nature
- Religion

- Animal Handling
- Insight
- Medicine
- Perception
- Survival

- Deception
- Intimidation
- Performance
- Persuasion

# Combat

Initiative

Speed

| Attack | to hit | Damage |
|---|---|---|
| | | |
| | | |
| | | |
| | | |
| | | |
| | | |

Armour

HP max: _____

current

temporary hp

Hit Dice

current

# Features

Other Proficiencies