

DUNGEON MASTER

PLAYER CHARACTERS

CAMPAIGN

NAME		RACE		CLASS	
ARMOR CLASS	TEMP HP	HP	SP	GP	PP
HIT DICE	CURRENT HIT POINTS	MAXIMUM HIT POINTS	PASSIVE WISDOM (PERCEPTION)		
STRENGTH	SAVING THROW ATHLETICS	DEXTERITY	SAVING THROW ACROBATICS SLEIGHT OF HAND STEALTH		
CONSTITUTION	SAVING THROW	INTELLIGENCE	SAVING THROW ARCANA HISTORY INVESTIGATION NATURE RELIGION		
WISDOM	SAVING THROW ANIMAL HANDLING INSIGHT MEDICINE PERCEPTION SURVIVAL	CHARISMA	SAVING THROW DECEPTION INTIMIDATION PERFORMANCE PERSUASION		
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