

D&D ENCOUNTERS™

CLASS & LEVEL

BACKGROUND

PLAYER NAME

FACTION

RACE

ALIGNMENT

EXPERIENCE POINTS

DCI NUMBER

CHARACTER NAME

STRENGTH

PROFICIENCY BONUS

- Strength
 - Dexterity
 - Constitution
 - Intelligence
 - Wisdom
 - Charisma
- SAVING THROWS

DEXTERITY

ARMOR CLASS

INITIATIVE

SPEED

Hit Point Maximum

CURRENT HIT POINTS

CONSTITUTION

TEMPORARY HIT POINTS

INTELLIGENCE

- 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)
- SKILLS

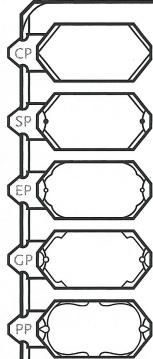
WISDOM

PASSIVE WISDOM
(PERCEPTION)

NAME ATK BONUS DAMAGE/TYPE

ATTACKS & SPELLCASTING

CHARISMA



OTHER PROFICIENCIES & LANGUAGES

EQUIPMENT

FEATURES & TRAITS