

CHARACTER NAME

CLASS & LEVEL

BACKGROUND

PLAYER NAME

RACE

ALIGNMENT

EXPERIENCE POINTS

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

PROFICIENCY BONUS

PASSIVE WISDOM (PERCEPTION)

CURRENT WEIGHT

MAX WEIGHT

CONDITIONS

ARMOR CLASS

BOONS

INITIATIVE

Current

HIT DICE

TEMP HP

CURRENT HIT POINTS

MAXIMUM HIT POINTS

SPEED

SUCCESSSES

FAILURES

DEATH SAVES

INSPIRATION

PERSONALITY TRAITS

IDEALS

BONDS

FLAWS

NAME

ATK BONUS

DAMAGE/TYPE

ATTACKS & SPELLCASTING

CLASS RESOURCES, AMMO & CHARGES

PROFICIENCIES & LANGUAGES

FEATURES & TRAITS

EQUIPMENT CONT.

EQUIPMENT



AGE	HEIGHT	WEIGHT
EYES	SKIN	HAIR

CHARACTER NAME

CHARACTER APPEARANCE

NAME

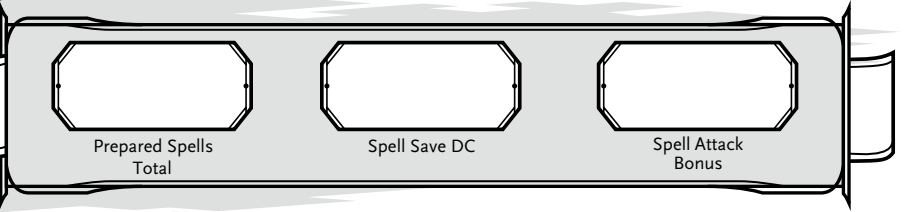
SYMBOL

ALLIES & ORGANIZATIONS

CHARACTER BACKSTORY

ADDITIONAL FEATURES & TRAITS

OTHER

[illegible][illegible][illegible]

COMPANIONS, FAMILIARS,
AND PETS.

NAME

CLASS & LEVEL RELATIONSHIP ROLE

RACE ALIGNMENT EXPERIENCE POINTS

STRENGTH DEXTERITY

CONSTITUTION INTELLIGENCE

WISDOM CHARISMA

PASSIVE WISDOM
(PERCEPTION)

CURRENT WEIGHT MAX WEIGHT

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CLASS RESOURCES, AMMO & CHARGES

PROFICIENCIES & LANGUAGES
FEATURES & TRAITS

CONDITIONS ARMOR CLASS BOONS

INITIATIVE TEMP HP SPEED

HIT DICE CURRENT HIT POINTS MAXIMUM HIT POINTS DEATH SAVES

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