

LEVEL



BACKGROUND

\_\_\_\_\_

RACE

CLASS

CHARACTER NAME

STRENGTH

STRAINED

DEXTERITY

DAZED

CONSTITUTION

SICKLY

INTELLIGENCE

SEETHING

WISDOM

SCATTERED

CHARISMA

DISHEARTENED

ASHA

HIT POINTS

MAX

TEMP

HIT DICE



SUCCESSES

FAILURES

DEATH SAVES

CURRENT

MAX

d



ARMOR CLASS

☐ SHIELD

ATTACK NAME

BONUS

TYPE

SAVING THROWS

- ☐ STRENGTH
- ☐ DEXTERITY
- ☐ CONSTITUTION
- ☐ INTELLIGENCE
- ☐ WISDOM
- ☐ CHARISMA

PROFICIENCY BONUS

SPEED

INITIATIVE

PASSIVE PERCEPTION

FEATURES & TRAITS

SKILLS

- |  |  |
|--|--|
| <input type="checkbox"/> ACROBATICS (DEX)    | <input type="checkbox"/> ANIMAL HANDLING (WIS) |
| <input type="checkbox"/> ARCANA (INT)        | <input type="checkbox"/> ATHLETICS (STR)       |
| <input type="checkbox"/> DECEPTION (CHA)     | <input type="checkbox"/> HISTORY (INT)         |
| <input type="checkbox"/> INSIGHT (WIS)       | <input type="checkbox"/> INTIMIDATION (CHA)    |
| <input type="checkbox"/> INVESTIGATION (INT) | <input type="checkbox"/> MEDICINE (WIS)        |
| <input type="checkbox"/> NATURE (INT)        | <input type="checkbox"/> PERCEPTION (WIS)      |
| <input type="checkbox"/> PERFORMANCE (CHA)   | <input type="checkbox"/> PERSUASION (CHA)      |
| <input type="checkbox"/> RELIGION (INT)      | <input type="checkbox"/> SLIGHT OF HAND (DEX)  |
| <input type="checkbox"/> STEALTH (DEX)       | <input type="checkbox"/> SURVIVAL (WIS)        |
| <input type="checkbox"/> _____               | <input type="checkbox"/> _____                 |
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ASHA

0-10

11-20

21-30

31-40

41-50

51-60

61-70

71-80

81-90

91-10

[illegible][illegible]

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## SPELLCASTING ABILITY



## SPELL SLOTS

TOTAL		EXPENDED		TOTAL		EXPENDED		TOTAL		EXPENDED	
LEVEL 1	_____	OOOO	LEVEL 4	_____	OOO	LEVEL 7	_____	OO			
LEVEL 2	_____	OOO	LEVEL 5	_____	OOO	LEVEL 8	_____	O			
LEVEL 3	_____	OOO	LEVEL 6	_____	OO	LEVEL 9	_____	O			

## CANTRIPS & PREPARED SPELLS

[illegible]

