

LEVEL / XP

BACKGROUND

CLASS & LEVEL

INSPIRATION

CHARACTER NAME

ALIGNMENT

STRENGTH

Save

DEXTERITY

Save

RACE

CONSTITUTION

Save

INTELLIGENCE

Save

WISDOM

Save

CHARISMA

Save

SPEED

AC

INITIATIVE

HP

HP MAX

TEMP HP

MAX HIT DIE

Death Saves

CURRENT HIT DIE

ROUND COUNTER

1 Min

ACTIVE EFFECTS

RESOURCE TRACKER

FEATURES & ABILITIES

QUICK NOTES

ATTACK

HIT

DAMAGE

EQUIPMENT

COPPER

SILVER

GOLD

PLATINUM

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)

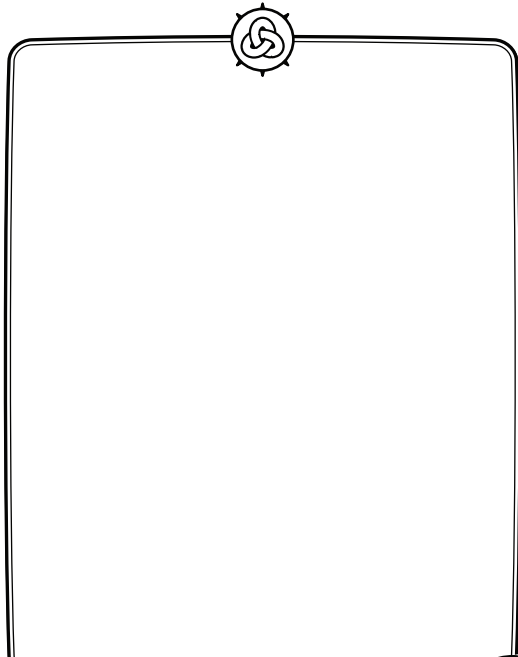
Stealth (DEX)

Survival (WIS)

PASSIVE PERCEPTION

PROFICIENCY BONUS

LANGUAGES & PROFICIENCIES



HEIGHT

AGE

WEIGHT

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CHARACTER NAME

### *Ideals, Bonds, Flaws & Allies*

NOTES

ITEM NAME

AMOUNT