

LEVEL / XP

BACKGROUND

CHARACTER NAME

CLASS & LEVEL

INSPIRATION

STRENGTH

Save

DEXTERITY

Save

RACE

CONSTITUTION

Save

HP

HP MAX

TEMP HP

MAX HIT DIE

Death Saves

CURRENT HIT DIE

SPEED

AC

INITIATIVE

ALIGNMENT

ROUND COUNTER

1 Min

ACTIVE EFFECTS

RESOURCE TRACKER

INTELLIGENCE

Save

WISDOM

Save

CHARISMA

Save

QUICK NOTES

ATTACK	HIT	DAMAGE

EQUIPMENT

COPPER	SILVER	GOLD	PLATINUM

FEATURES & ABILITIES

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)

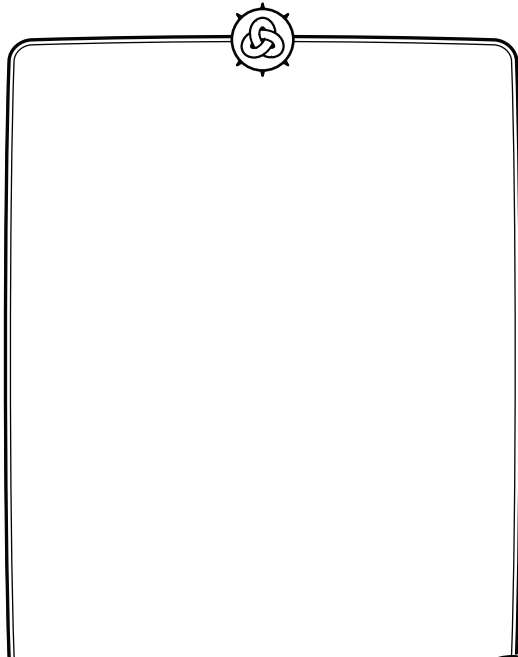
SURVIVAL (WIS)

PASSIVE PERCEPTION

PROFICIENCY BONUS

LANGUAGES & PROFICIENCIES

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WEIGHT

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CHARACTER NAME

Ideals, Bonds, Flaws & Allies

NOTES

AMOUNT

[illegible]