

LEVEL / XP

BACKGROUND

CHARACTER NAME

CLASS & LEVEL

INSPIRATION

STRENGTH

Save

DEXTERITY

Save

RACE

CONSTITUTION

Save

SPEED

AC

INITIATIVE

ALIGNMENT

ROUND COUNTER

1 Min

ACTIVE EFFECTS

RESOURCE TRACKER

INTELLIGENCE

Save

WISDOM

Save

CHARISMA

Save

HP MAX

HP

TEMP HP

MAX HIT DIE

Death Saves

CURRENT HIT DIE

QUICK NOTES

| ATTACK | HIT | DAMAGE |
|--------|-----|--------|
|        |     |        |
|        |     |        |
|        |     |        |
|        |     |        |
|        |     |        |
|        |     |        |
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|        |     |        |
|        |     |        |

EQUIPMENT

| COPPER | SILVER | GOLD | PLATINUM |
|--------|--------|------|----------|
|        |        |      |          |
|        |        |      |          |
|        |        |      |          |
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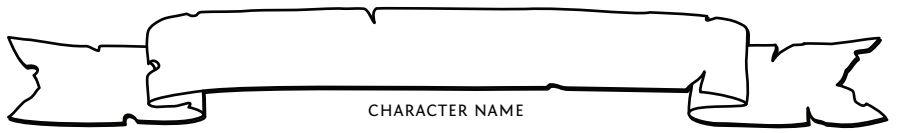
FEATURES & ABILITIES

PASSIVE PERCEPTION

PROFICIENCY BONUS

LANGUAGES & PROFICIENCIES

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## BACKGROUND & MOTIVATIONS

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

HEIGHT

AGE

WEIGHT

LONG REST

SHORT REST

### ATTUNED ITEMS

INVENTORY

NOTES

ITEM NAME

AMOUNT