

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

EQUIPMENT

COPPER	SILVER	GOLD	PLATINUM

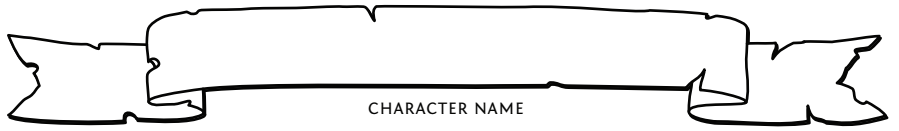
FEATURES & ABILITIES

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