

LEVEL / XP

BACKGROUND

CLASS & LEVEL

INSPIRATION

CHARACTER NAME

STRENGTH

Save

DEXTERITY

Save

CONSTITUTION

Save

INTELLIGENCE

Save

WISDOM

Save

CHARISMA

Save

RACE

AC

SPEED

INITIATIVE

HP

HP MAX

TEMP HP

MAX HIT DIE

Death Saves

CURRENT HIT DIE

ALIGNMENT

ROUND COUNTER

ACTIVE EFFECTS

RESOURCE TRACKER

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

QUICK NOTES

EQUIPMENT



CHARACTER NAME

BACKGROUND & MOTIVATIONS

*Ideals, Bonds, Flaws & Allies*

CHARACTER APPEARANCE

HEIGHT

AGE

WEIGHT

LONG REST

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SHORT REST

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ATTUNED ITEMS

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INVENTORY

NOTES

ITEM NAME

AMOUNT

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