

CASTING TIME LVL RANGE

COMPONENTS DURATION

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COMPONENTS DURATION

LEVEL / XP

BACKGROUND

CHARACTER NAME

CLASS & LEVEL

INSPIRATION

STRENGTH

Save

DEXTERITY

Save

RACE

CONSTITUTION

Save

HP

HP MAX

TEMP HP

Death Saves

MAXIMUM HIT DIE

CURRENT HIT DIE

AC

SPEED

INITIATIVE

ALIGNMENT

ROUND COUNTER

ACTIVE EFFECTS

RESOURCE TRACKER

INTELLIGENCE

Save

WISDOM

Save

CHARISMA

Save

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

QUICK NOTES

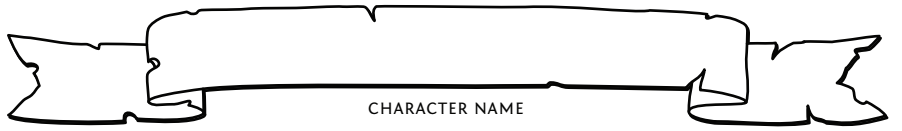
ATTACK	HIT	DAMAGE

EQUIPMENT

COPPER	SILVER	GOLD	PLATINUM
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FEATURES & ABILITIES

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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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NOTES

INVENTORY

ITEM NAME

AMOUNT

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