

LEVEL / XP

BACKGROUND

CLASS & LEVEL

INSPIRATION

CHARACTER NAME

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

FEATURES & ABILITIES

INTELLIGENCE

Save

WISDOM

Save

CHARISMA

Save

QUICK NOTES

ATTACK

HIT

DAMAGE

EQUIPMENT

COPPER

SILVER

GOLD

PLATINUM

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)

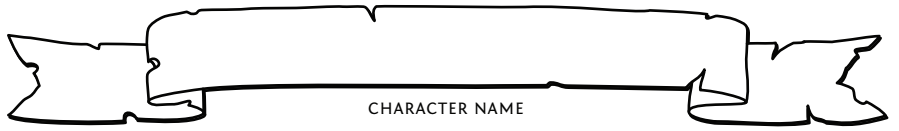
Stealth (DEX)

Survival (WIS)

PASSIVE PERCEPTION

PROFICIENCY BONUS

LANGUAGES & PROFICIENCIES



CHARACTER NAME

BACKGROUND & MOTIVATIONS

*Ideals, Bonds, Flaws & Allies*

CHARACTER APPEARANCE

HEIGHT

AGE

WEIGHT

LONG REST

SHORT REST

NOTES

ATTUNED ITEMS

INVENTORY

ITEM NAME

AMOUNT