

LEVEL / XP

BACKGROUND

CLASS & LEVEL

INSPIRATION

CHARACTER NAME

STRENGTH

Save

DEXTERITY

Save

RACE

CONSTITUTION

Save

INTELLIGENCE

Save

WISDOM

Save

CHARISMA

Save

SPEED

AC

INITIATIVE

HP MAX

HP

TEMP HP

MAX HIT DIE

Death Saves

CURRENT HIT DIE

ROUND COUNTER

1 Min

ACTIVE EFFECTS

RESOURCE TRACKER

QUICK NOTES

ATTACK	HIT	DAMAGE

EQUIPMENT

COPPER	SILVER	GOLD	PLATINUM

FEATURES & ABILITIES

PASSIVE PERCEPTION

PROFICIENCY BONUS

LANGUAGES & PROFICIENCIES

⚡

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)

🎲



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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