

ARMOR CLASS

INITIATIVE

SPEED

HIT POINT MAXIMUM

CURRENT HIT POINTS

TEMPORARY HIT POINTS

Total

HIT DICE

SUCCESSSES

FAILURES

DEATH SAVES

NAME	ATK BONUS	DAMAGE/TYPE

ATTACKS & SPELLCASTING

ADDITIONAL FEATURES & TRAITS

ADDITIONAL FEATURES & TRAITS

Animal Handling (Wis)

Perception (Wis)

Medicine (Wis)

Survival (Wis)

Insight (Wis)

Sleight of Hand (Dex)

Acrobatics (Dex)

Stealth (Dex)

Athletics (Str)

Performance (Cha)

Intimidation (Cha)

Persuasion (Cha)

Deception (Cha)

Investigation (Int)

Religion (Int)

History (Int)

Nature (Int)

Arcana (Int)

Wisdom

Dexterity

Strength

Charisma

Intelligence

Constitution

SKILLS & SAVING THROWS

PASSIVE WISDOM (PERCEPTION)

INSPIRATION

PROFICIENCY BONUS

STRENGTH	DEXTERITY	CONSTITUTION
INTELLIGENCE	WISDOM	CHARISMA

CHARACTER APPEARANCE

EXPERIENCE POINTS

ALIGNMENT

RACE

PLAYER NAME

BACKGROUND

CLASS & LEVEL

CHARACTER NAME

EQUIPMENT & ITEMS

pp

cp

sp

cp

[illegible][illegible]This image shows a single sheet of white paper with horizontal blue or grey ruling lines. The paper has rounded corners and a thin black border around the edges. There are approximately 20 lines visible, spaced evenly apart. The paper appears to be from a notebook or a set of loose-leaf papers.[illegible]This image shows a single sheet of white paper with horizontal ruling lines. The paper has a decorative border consisting of two parallel lines. The top corners of the paper are rounded. There are approximately 20 horizontal lines spaced evenly across the page.This image shows a single sheet of white paper with horizontal ruling lines. The paper has rounded corners and is framed by a double-line border. There are no markings or text on the page.This image shows a single page from a notebook or ledger. The page is white with horizontal blue ruling lines spaced evenly apart. A double-lined black border frames the entire page, with rounded corners at the top and bottom. There are no markings, text, or illustrations on the page itself.[illegible]

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0

CANTRIPS

SPELLS SLOTS

1st

2nd

3rd

4th

5th

6th

7th

8th

9th

SPELL ATTACK BONUS

SPELL SAVE DC

RESOURCE

Used

Total

RESOURCE VALUE

Animal Handling (Wis)

Perception (Wis)

Medicine (Wis)

Survival (Wis)

Insight (Wis)

Sleight of Hand (Dex)

Acrobatics (Dex)

Stealth (Dex)

Athletics (Str)

Performance (Cha)

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