

Class & Level

Character Name

Age

Height

Weight

Race

Hair

Eyes

Skin

Background

Alignment

Experience Points

Player Name

Proficiency Bonus

AC

Initiative

Speed

Inspiration

Hit Points

Maximum

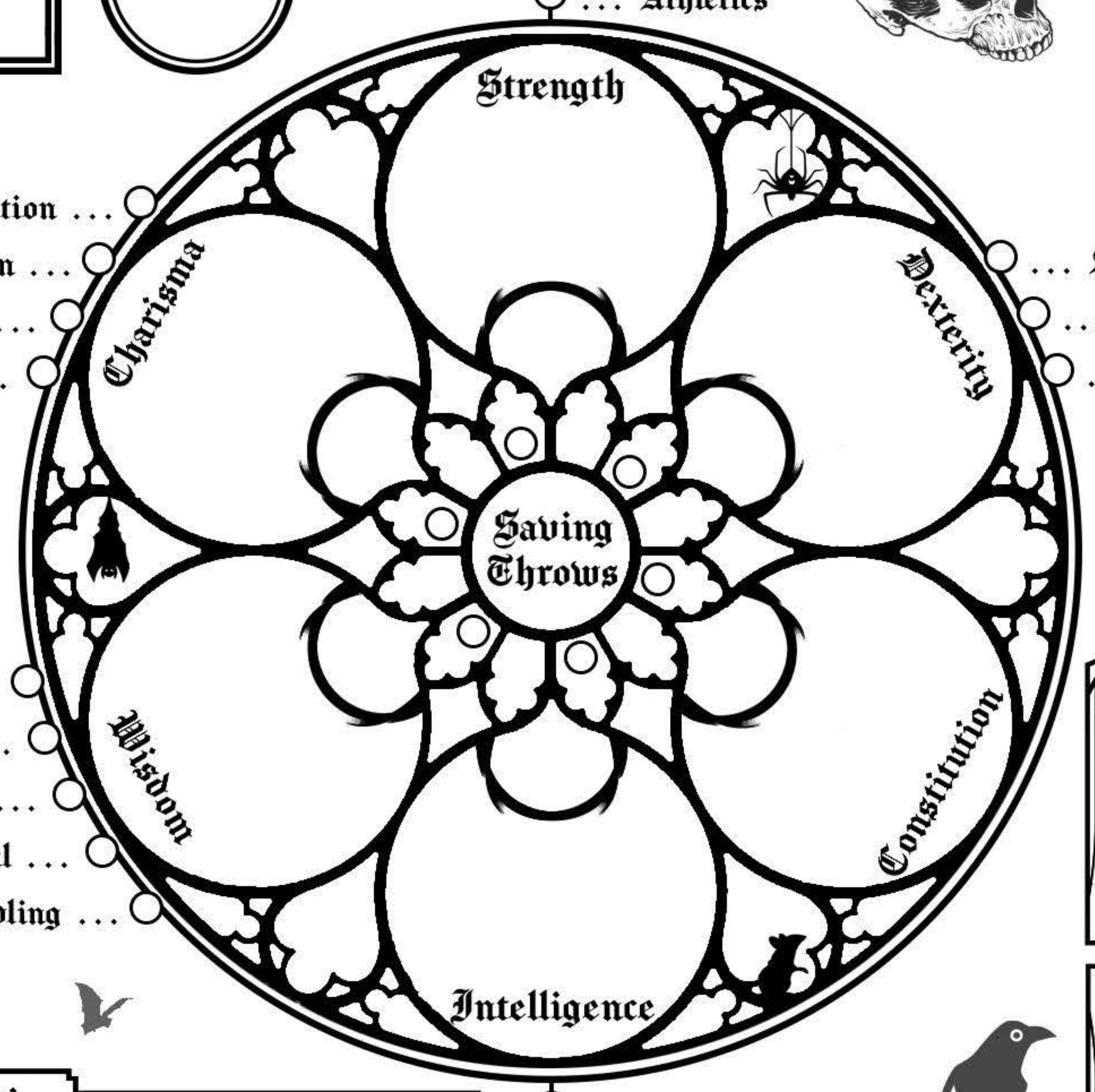
Temporary

Hit Dice

Passive Perception

Conditions & Resistances

- Deception ...
- Intimidation ...
- Performance ...
- Persuasion ...
- Insight ...
- Medicine ...
- Perception ...
- Survival ...
- Animal Handling ...



Death Saves

Attacks & Spellcasting

Name	To Hit	Damage	Type

Ammo

... Arcana

... History

... Investigation

... Nature

... Religion

Spell

Save DC

Attack Bonus

Personality Traits

Ideals

Bonds

Flaws

Other Proficiencies & Languages

Proficiencies

Armor

Weapons

Light

Simple

Medium

Martial

Heavy

Shields

Current

Bonus Resources

Maximum

Equipment

#

Attunements

Weight

Features & Traits