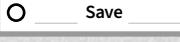
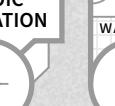
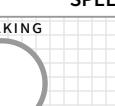
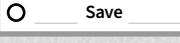
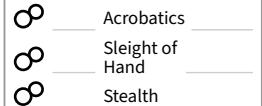
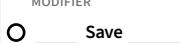
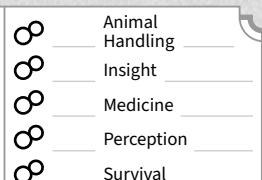
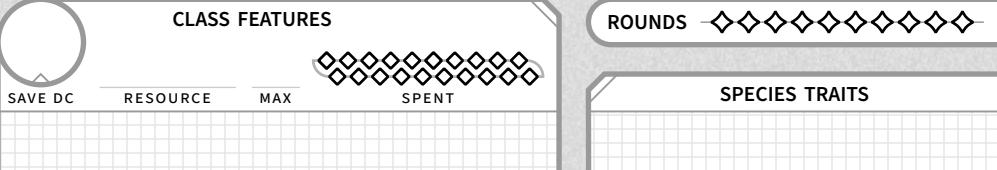
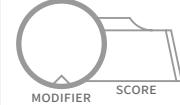
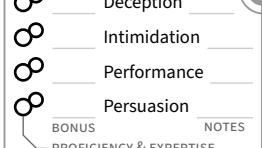


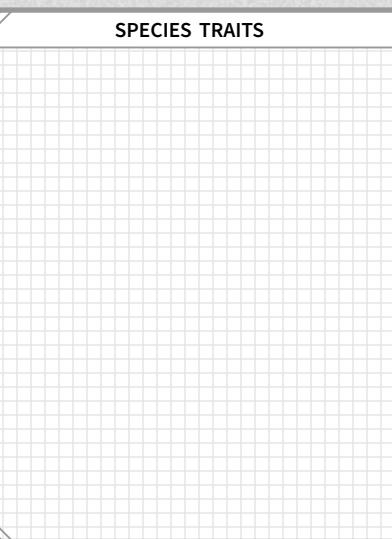
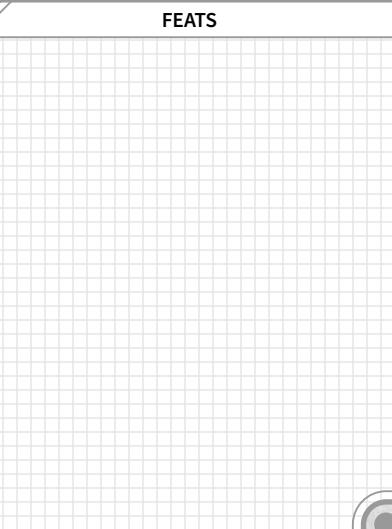
CHARACTER NAME		
BACKGROUND	CLASS	ARMOR CLASS
SPECIES	SUBCLASS	LEVEL XP SHIELD IMMUNITY
		HIT POINTS CURRENT MAX TEMP MAX
		HIT DICE SPENT
		CONDITIONS EXHAUSTION
		DEATH SAVES SUCCESSES FAILURES

STRENGTH 	Athletics CARRYING CAPACITY DRAG/LIFT/PUSH 	INITIATIVE 	HEROIC INSPIRATION 	SPEED WALKING 	JUMP LONG HIGH 	PERCEPTION PASSIVE 
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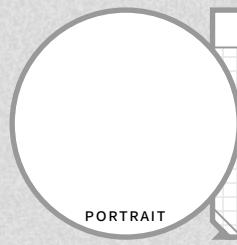
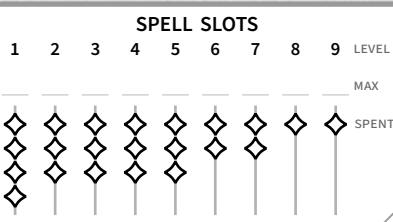
DEXTERITY 	<b>PROFICIENCY BONUS</b> 	NAME	ATK BONUS / DC	DAMAGE & TYPE	RANGE, MASTERY & OTHER
					
CONSTITUTION 	PHYSIQUE AGE HEIGHT SIZE WEIGHT 				

INTELLIGENCE 		NAME	ATK BONUS / DC	DAMAGE & TYPE	RANGE, MASTERY & OTHER
					
WISDOM 					

CHARISMA 		NAME	ATK BONUS / DC	DAMAGE & TYPE	RANGE, MASTERY & OTHER
					

EQUIPMENT TRAINING & PROFICIENCIES	ROUNDS 
ARMOR ◊ Light ◊ Medium ◊ Heavy ◊ Shields	SPECIES TRAITS 
WEAPONS ◊ Simple ◊ Martial ◊	FEATS 
MASTERY	
MAX	
TOOLS	

The diagram consists of three circles arranged horizontally. The first circle is labeled "ABILITY" at the top and has a downward-pointing triangle at the bottom. The second circle is labeled "MAX PREPARED" at the top and has a downward-pointing triangle at the bottom. The third circle is labeled "MODIFIER" at the bottom and has a downward-pointing triangle at the top. Horizontal lines connect the top of the first circle to the top of the second, and the top of the second to the top of the third. The bottom of the first circle is connected to the bottom of the second, and the bottom of the second is connected to the bottom of the third.



## APPEARANCE