

CHARACTER NAME	CLASS & LEVEL	BACKGROUND	PLAYER NAME
	RACE	ALIGNMENT	EXPERIENCE POINTS

PROFICIENCY BONUS

INSPIRATION

— SAVING THROWS  
 — ATHLETICS

STRENGTH

— SAVING THROWS  
 — ACROBATICS  
 — SLEIGHT OF HAND  
 — STEALTH

DEXTERITY

— SAVING THROWS

CONSTITUTION

— SAVING THROWS  
 — ARCANA  
 — HISTORY  
 — INVESTIGATION  
 — NATURE  
 — RELIGION

INTELLIGENCE

— SAVING THROWS  
 — ANIMAL HANDLING  
 — INSIGHT  
 — MEDICINE  
 — PERCEPTION  
 — SURVIVAL

WISDOM

— SAVING THROWS  
 — DECEPTION  
 — INTIMIDATION  
 — PERFORMANCE  
 — PERSUASION

CHARISMA

PASSIVE WISDOM (PERCEPTION)

ARMOR CLASS

INITIATIVE

SPEED

HIT POINT MAXIMUM

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CURRENT HIT POINTS

TEMPORARY HIT POINTS

Total

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HIT DICE

SUCCESSSES

FAILURES

DEATH SAVES

PERSONALITY TRAITS

IDEALS

BONDS

FLAWS

NAME	ATK BONUS	DAMAGE/TYPE

ATTACKS & SPELLCASTING

FEATURES & TRAITS

OTHER PROFICIENCIES & LANGUAGES

EQUIPMENT & CHARACTER NOTES