

STRENGTH

▽

DEXTERITY

▽

CONSTITUTION

▽

CHARACTER NAME

RACE

ARMOR CLASS

INITIATIVE

LVL

EXP

ALIGNMENT

SPEED

INSPIRATION

BACKGROUND

PLAYER NAME

INTELLIGENCE

▽

WISDOM

▽

CHARISMA

▽

CURRENT HP

TEMPORARY HP

HIT DICE

DEATH SAVES

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STRENGTH

DEXTERITY

CONSTITUTION

INTELLIGENCE

WISDOM

CHARISMA

SAVING THROWS

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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>

NAME

ATTACK BONUS

DAMAGE TYPE

ATTACKS AND SPELLCASTING

GP

SP

EP

GP

PP

EQUIPMENT

PERSONALITY TRAITS

IDEALS

BONDS

FLAWS

PROFICIENCIES & LANGUAGES

FEATURES & TRAITS