

STRENGTH

DEXTERITY

CONSTITUTION

CHARACTER NAME

RACE

ARMOR CLASS

INITIATIVE

CURRENT HP

PLAYER NAME

BACKGROUND

LVL

EXP

ALIGNMENT

TEMPORARY HP

INTELLIGENCE

WISDOM

CHARISMA

INSPIRATION

HIT DICE

DEATH SAVES

STRENGTH

DEXTERITY

CONSTITUTION

INTELLIGENCE

WISDOM

CHARISMA

SAVING THROWS

NAME

ATTACK BONUS

DAMAGE TYPE

ATTACKS AND SPELLCASTING

PERSONALITY TRAITS

IDEALS

BONDS

FLAWS

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>

PROFICIENCIES & LANGUAGES

CP

SP

EP

GP

PP

EQUIPMENT

FEATURES & TRAITS