

Name

Race

Class

Level

Background

<i>Attributes</i>	<i>Score</i>	<i>Mod</i>	<i>GS</i>	<i>TF</i>
<i>Strength</i>				
<i>Dexterity</i>				
<i>Constitution</i>				
<i>Intelligence</i>				
<i>Willpower</i>				
<i>Perception</i>				
<i>Charisma</i>				

-AC

HP

Luck

Reroll

<i>Weapon</i>	<i>Hit</i>	<i>Dmg</i>	<i>Properties</i>

Rests

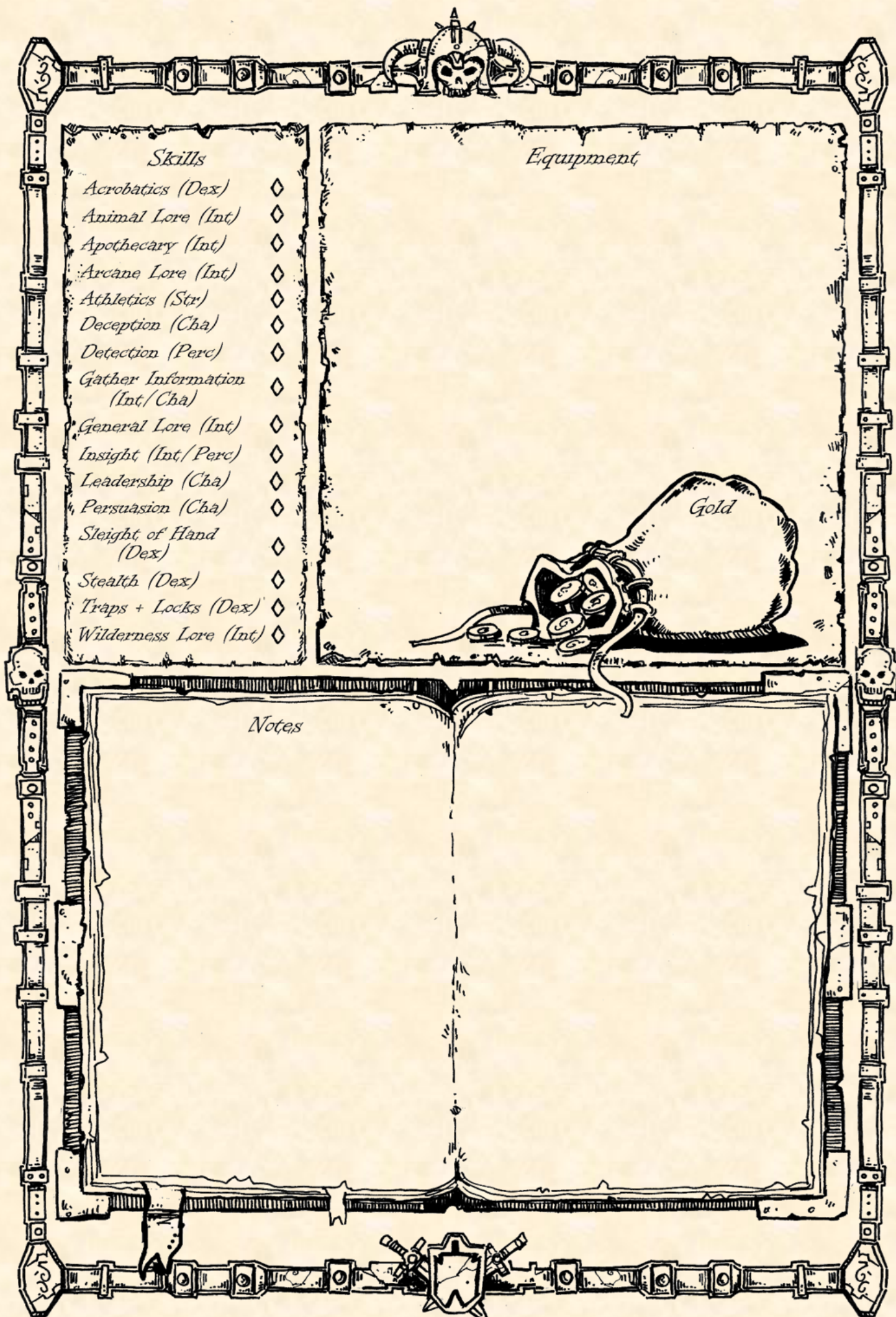
- ◆ *3 x Will*
- ◆ *2 x Will*
- ◆ *1 x Will*

Con Bonus:

Injuries & Effects

DDM Tally:

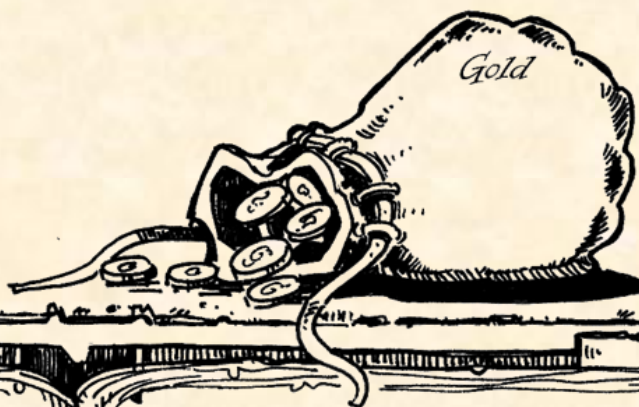
Class Abilities



Skills

Acrobatics (Dex) ◇
Animal Lore (Int) ◇
Apothecary (Int) ◇
Arcane Lore (Int) ◇
Athletics (Str) ◇
Deception (Cha) ◇
Detection (Per) ◇
Gather Information (Int/Cha) ◇
General Lore (Int) ◇
Insight (Int/Per) ◇
Leadership (Cha) ◇
Persuasion (Cha) ◇
Sleight of Hand (Dex) ◇
Stealth (Dex) ◇
Traps + Locks (Dex) ◇
Wilderness Lore (Int) ◇

Equipment



Notes