

CLASS & LEVEL:

PLAYER NAME:

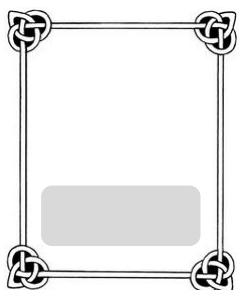
BACKGROUND:

ALIGNMENT:

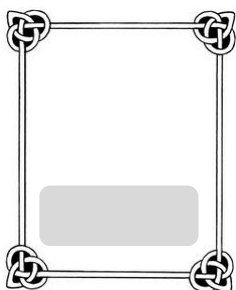
RACE:

XP:

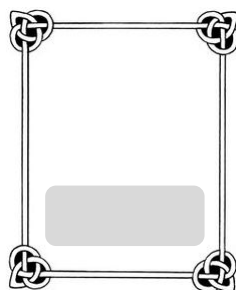
STRENGTH



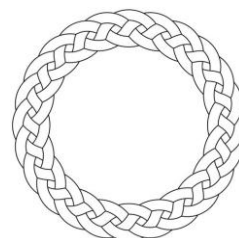
DEXTERITY



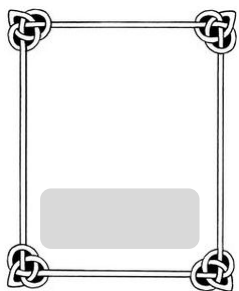
CONSTITUTION



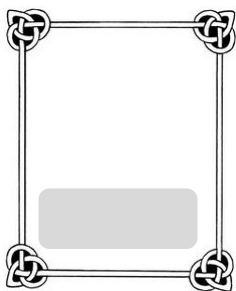
**PROFICIENCY
BONUS**



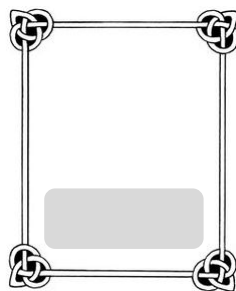
INTELLIGENCE



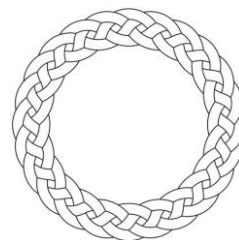
WISDOM



CHARISMA



**PASSIVE
WISDOM**



Acrobatics

Animal Handling

Arcana

Athletics

Deception

History

Insight

Intimidation

Investigation

Medicine

Nature

Perception

Performance

Persuasion

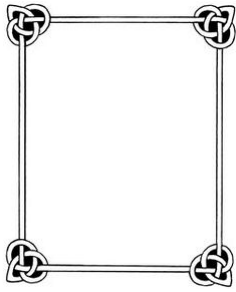
Religion

Sleight of Hand

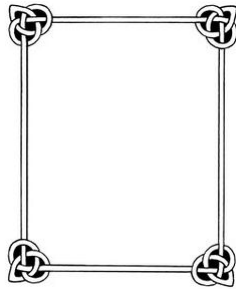
Stealth

Survival

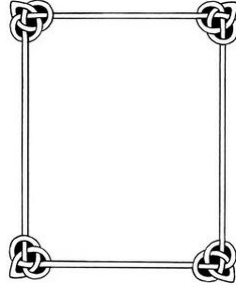
ARMOUR CLASS



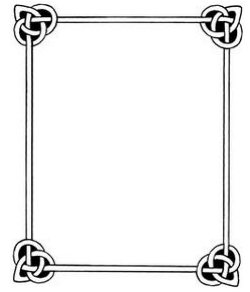
INITIATIVE



SPEED



HIT DICE



HIT POINT MAX -

TEMPORARY HIT POINTS

SAVING THROWS

	STRENGTH
	DEXTERITY
	CONSTITUTION
	INTELLIGENCE
	WISDOM
	CHARISMA

INSPIRATION



WEAPONS

NAME	ATTACK BONUS	DAMAGE/TYPE



FEATURES AND TRAITS

EQUIPMENT

PROFICIENCIES &
LANGUAGES

