CHARACTER NAME

CLASS | LEVEL | SPECIES

BACKGROUND | ALIGNMENT | PLAYER

ARMOR CLASS	INITIATIVE	SPEED	PROFICIENCY	PASSIVE PERCEPTION

HIT POINT MAX	CURRENT HIT POINTS	TEMPORARY	HIT DICE	DEATH SAVES
				Pass ○○○
				Fail ○○○

STRENGTH	DEXTERITY	CONSTITUTION	INTELLIGENCE	WISDOM	CHARISMA

SAVING THROWS

- ○ ____ Strength
- ○ ____ Dexterity
- ○ ____ Constitution
- ○ ____ Intelligence
- ○ ____ Wisdom
- ○ ____ Charisma

SKILLS

- ○ ____ Acrobatics
- ○ ____ Animal Handling
- ○ ____ Arcana
- ○ ____ Athletics
- ○ ____ Deception
- ○ ____ History
- ○ ____ Insight
- ○ ____ Intimidation
- ○ ____ Investigation
- ○ ____ Medicine
- ○ ____ Nature
- ○ ____ Perception
- ○ ____ Performance
- ○ ____ Persuasion
- ○ ____ Religion
- ○ ____ Sleight of Hand
- ○ ____ Stealth
- ○ ____ Survival

ATTACKS AND SPELLS

NAME	TO HIT	DAMAGE

LANGUAGES AND PROFICIENCIES

EQUIPMENT AND GOLD

FEATURES AND TRAITS

NOTES AND BACKSTORY

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