

Character Name

Player Name

Class

Species

Background

STR ○

DEX ○

CON ○

INT ○

WIS ○

CHA ○

Proficiency Bonus

Armor Class

Speed

Initiative

Hit Dice

Hit Points

Successes
Failures

Death Saves

Temp. HP

Proficiencies

Tools:

Kits:

Weapons:

Armor:

Gamesets:

Instruments:

Skills

- ☐ Acrobatics ☐ Athletics ☐ Animal Handling
☐ Deception ☐ History ☐ Insight
☐ Intimidation ☐ Investigation ☐ Medicine
☐ Nature ☐ Perception ☐ Performance
☐ Persuasion ☐ Piloting ☐ Sleight of Hand
☐ Stealth ☐ Survival ☐ Technology

Languages

Inventory

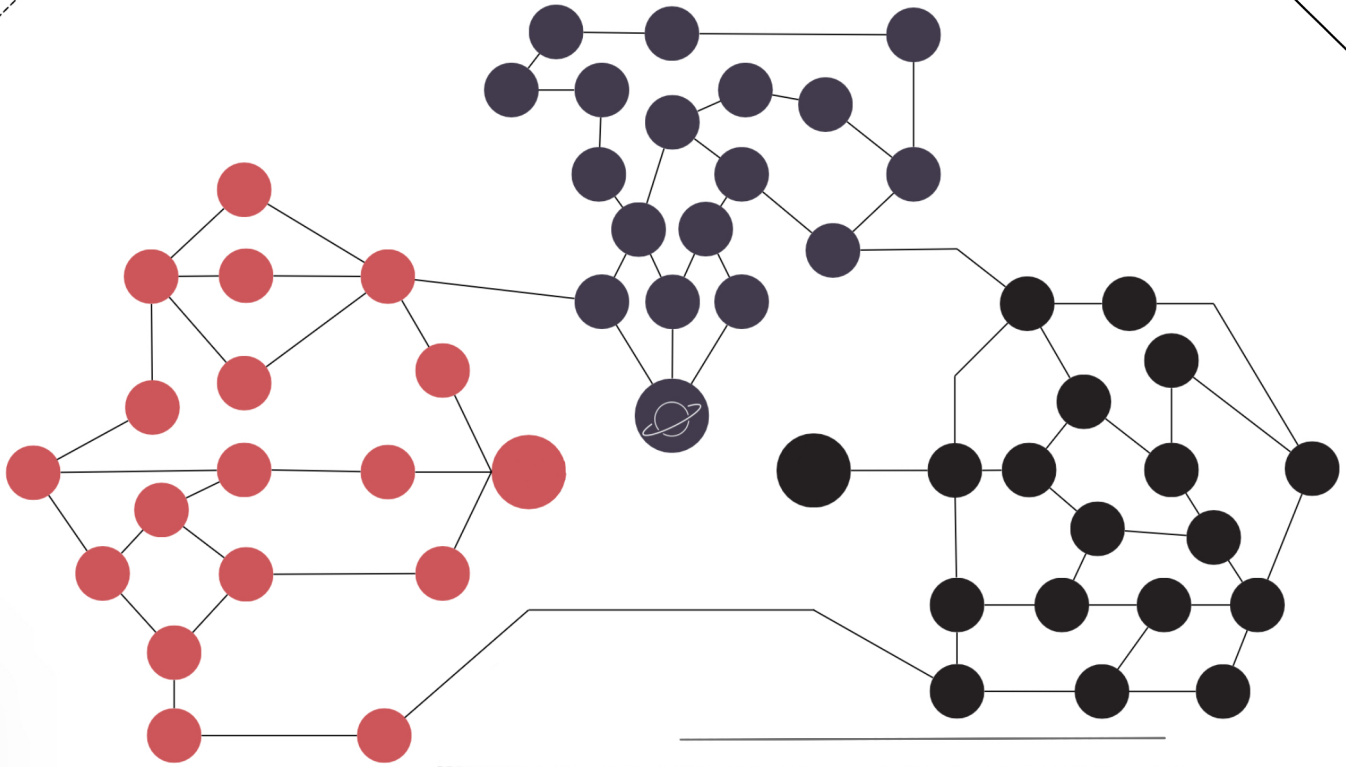
Weapons

Name Damage Weight

Attacks

Name Damage Cost/Cooldown Description

Level



Current

Max

Abilities

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