

CHARACTER NAME

WHAT I LOOK LIKE

MY CLASS

LEVEL

RACE	AGE	BACKGROUND	XP
EYES	HAIR	HEIGHT	WEIGHT

<b>STRENGTH</b>	<b>DEXTERITY</b>	<b>CONSTITUTION</b>
BONUS	BONUS	BONUS
SAVE	SAVE	SAVE

<b>INTELLIGENCE</b>	<b>WISDOM</b>	<b>CHARISMA</b>
BONUS	BONUS	BONUS
SAVE	SAVE	SAVE

PROFICIENCY	INSPIRATION	PASSIVE PERCEPTION
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- 1d20
- SKILLS**
- \_\_ ACROBATICS: I'm good at tumbling, flipping, and rolling.
  - \_\_ ANIMAL HANDLING: Animals really like me
  - \_\_ ARCANA: I know about magic, spells, and weird things
  - \_\_ ATHLETICS: I'm good at running, jumping, and climbing
  - \_\_ DECEPTION: I'm good at lying and playing tricks on people
  - \_\_ HISTORY: I know about things that happened a long time ago
  - \_\_ INSIGHT: I know how people feel and can tell when they're lying
  - \_\_ INTIMIDATION: I'm good at scaring people!
  - \_\_ INVESTIGATION: I can find clues and secrets
  - \_\_ MEDICINE: I can help people when they're sick
  - \_\_ NATURE: I know all about plants and animals
  - \_\_ PERCEPTION: I'm good at finding and spotting things
  - \_\_ PERFORMANCE: I'm good at putting on a show!
  - \_\_ PERSUASION: I can get people to do what I want to do
  - \_\_ RELIGION: I know about the gods and prayers
  - \_\_ SLEIGHT OF HAND: I'm good at hiding things and taking things
  - \_\_ STEALTH: I'm good at hiding and staying quiet
  - \_\_ SURVIVAL: I can follow footprints and track animals

ARMOUR	INITIATIVE	SPEED
Hit Point Maximum	Temporary Hit Points	
HIT DICE		DEATH SAVES
Used	Total	SUCCESSSES
		FAILURES

NAME	ATK BONUS	DAMAGE
	1d20 +	
	1d20 +	
	1d20 +	
AMMUNITION	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	
OTHER COMBAT STUFF		

STUFF I CAN DO



LEVEL

RANGE CASTING TIME SAVE

DURATION COMPONENTS

SPELL EFFECT

PREPARED

LEVEL

RANGE CASTING TIME SAVE

DURATION COMPONENTS

SPELL EFFECT

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