

CHARACTER NAME

WHAT I LOOK LIKE

MY CLASS

LEVEL

RACE	AGE	BACKGROUND	XP
EYES	HAIR	HEIGHT	WEIGHT

STRENGTH	DEXTERITY	CONSTITUTION
BONUS	BONUS	BONUS
SAVE	SAVE	SAVE

INTELLIGENCE	WISDOM	CHARISMA
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