

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 |
|-------------|-------------|--------------------|

- 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

PREPARED

LEVEL

RANGE CASTING TIME SAVE

DURATION COMPONENTS

SPELL EFFECT

PREPARED

LEVEL

RANGE CASTING TIME SAVE

DURATION COMPONENTS

SPELL EFFECT

PREPARED

LEVEL

RANGE CASTING TIME SAVE

DURATION COMPONENTS

SPELL EFFECT

PREPARED

LEVEL

RANGE CASTING TIME SAVE

DURATION COMPONENTS

SPELL EFFECT

PREPARED