

OVERVIEW

CHARACTER NAME

CLASS & LEVEL

BACKGROUND

PLAYER NAME

RACE

ALIGNMENT

EXPERIENCE POINTS

PROFICIENCY

INSPIRATION

PASSIVE
PERCEPTION

STRENGTH

- SAVING THROWS
- ATHLETICS

DEXTERITY

- SAVING THROWS
- ACROBATICS
- SLEIGHT OF HAND
- STEALTH

CONSTITUTION

- SAVING THROWS

INTELLIGENCE

- SAVING THROWS
- ARCANA
- HISTORY
- INVESTIGATION
- NATURE
- RELIGION

WISDOM

- SAVING THROWS
- ANIMAL HANDLING
- INSIGHT
- MEDICINE
- PERCEPTION
- SURVIVAL

CHARISMA

- SAVING THROWS
- DECEPTION
- INTIMIDATION
- PERFORMANCE
- PERSUASION

DARK VISION

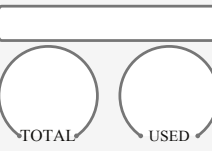


INITIATIVE



TEMPORARY HP

CURRENT HIT POINTS



BUFFS & CONDITIONS

- BLUDG.
- POISON
- RADIANT
- PIERCING
- ACID
- LIGHTNING
- SLASHING
- PSYCHIC
- THUNDER
- COLD
- NECROTIC
- FORCE
- FIRE

DAMAGE IMMUNITIES, RESISTANCES, & VULNERABILITIES

LANGUAGES

WEAPONS ARMOR TOOLS ADVANTAGES

PROFICIENCIES

WEAPON

ATK

DAMAGE & EFFECTS

DESCRIPTION

AMMO

TOTAL

USED

TOTAL

USED

TOTAL

USED

TOTAL

USED

BACKPACK

ITEM

WT

ITEM

WT

ITEM

WT

CARRYING CAPACITY

ENCUMBERED

HEAVILY
ENCUMBERED

FEATURES AND TRAITS