CHARACTER NAME CLASS & LEVEL PLAYER NAME BACKGROUND RACE ALIGNMENT EXPERIENCE POINTS ARMOR CLASS INITIATIVE SPEED HEROIC PATH FEATS Inspiration PROFICIENCY BONUS SAVING THROWS CURRENT HIT POINTS Strength DEX Dexterity 0 Constitution Hit Point Maximum Intelligence TEMPORARY HIT POINTS Wisdom Charisma CON Skills 0 HIT DICE DEATH SAVES Acrobatics (Dex) Animal Handling (Wis) Successes 0 Arcana (Int) **Failures** Total Athletics (Str) ATTACKS & SPELLCASTING Deception (Cha) 0 History (Int) Name Atk Bonus Damage/Type Insight (Wis) Intimidation (Cha) Investigation (Int) 0 Medicine (Wis) 0 Nature (Int) Percepction (Wis) Performance (Cha) Persuasion (Cha) Religion (Int) 0 Sleight of Hand (Dex) 0 Stealth (Dex) Survival (Wis) EQUIPMENT PERSONALITY TRAITS Passive Wisdom (perception) OTHER PROFICIENCIES & LANGUAGES IDEALS BONDS

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