

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="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/>	
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