

**Attacks:**

Name	Atk Bonus	Damage/Type

**Spellcasting:**

**Equipment:**

Personality Traits, Goals, Bonds & Flaws

Encumbrance:

Name

Background

Class & Level

Alignment

STR Score Bonus Saving Throws

Experience Points

DEX

CON






INT

WIS

CHA

Death Saves Hit Dice

Succ. Fail.

 AC  Move  HP  Temp HP  Wounds

Proficiency Bonus

INIT

Proficiencies & Languages

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Features & Traits

**Skills**

Name (Attribute)	Prof Bonus	Name (Attribute)	Prof Bonus
Acrobatics (Dex)		Medicine (Wis)	
Animal Handling (Wis)		Nature (Int)	
Arcana (Int)		Perception (Wis)	
Athletics (Str)		Performance (Cha)	
Deception (Cha)		Persuasion (Cha)	
History (Int)		Religion (Int)	
Insight (Wis)		Sleight of Hand (Dex)	
Intimidation (Cha)		Stealth (Dex)	
Investigation (Int)		Survival (Wis)	