NAME | ALIGNMENT | LEVEL | XP | TIME | INSPIRATION

STRENGTH

DEXTERITY

CONSTITUTION

INTELLIGENCE

WISDOM

CHARISMA

HP

AC

MAX HP

HIT DICE

DEATH SAVES

INITIATIVE

PROFICIENCY

SPELL SAVE DC

SIZE

AGE

SPEED

EYES

HEIGHT

SKIN

WEIGHT

HAIR

APPEARANCE

BACKGROUND

TRAITS

IDEALS

BONDS

FLAWS

CLASS

RACE

LANGUAGES

ATTACK | BONUS | DAMAGE | RANGE

SPELLS & FEATURES

STRENGTH

ATHLETICS

DEXTERITY

ACROBATICS

SLEIGHT OF HAND

STEALTH

INTELLIGENCE

ARCANA

HISTORY

INVESTIGATION

NATURE

RELIGION

WISDOM

ANIMAL HANDLING

INSIGHT

MEDICINE

PERCEPTION

SURVIVAL

CHARISMA

DECEPTION

INTIMIDATION

PERFORMANCE

PERSUASION

TOOLS

CLOTHING

BACKPACK

STORAGE

CARRY WEIGHT /

WEAPONS

ARMOR

UTILITY BELT

POUCH

POUCH

MOUNT

PP

GP

EP

SP

CP

GEMS

MAPS & KEYS

ARTIFACTS

POCKETS

RATIONS