

CHARACTER NAME	CLASS & LEVEL	BACKGROUND	ALIGNMENT
	LINEAGE (<i>biological traits</i>)	HERITAGE (<i>cultural traits</i>)	EXPERIENCE POINTS

PROFICIENCY BONUS



INSPIRATION



INITIATIVE	ARMOR CLASS	SPEED
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CORRUPTION POINTS:

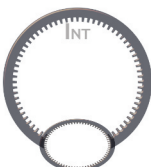
CORRUPTION TRAITS
ADVENTURING MOTIVATION

HIT DICE	CURRENT HIT POINTS	HIT POINT MAXIMUM
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SUCCESSES <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> FAILURES <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> DEATH SAVED	TEMPORARY HIT POINTS
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ATTACKS & SPELLCASTING

NAME	ATK BONUS	DAMAGE/TYPE



- ___ Strength
- ___ Dexterity
- ___ Constitution
- ___ Intelligence
- ___ Wisdom
- ___ Charisma

SAVING THROWS

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

SKILLS

PASSIVE PERCEPTION (Wis)



CP	SP	EP	GP	PP
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OTHER PROFICIENCIES & LANGUAGES

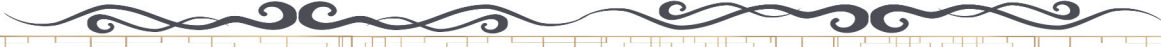
EQUIPMENT

FEATURES & TRAITS





CHARACTER NAME	AGE	HEIGHT	WEIGHT / BUILD
	EYES	SKIN	HAIR



CHARACTER APPEARANCE	CHARACTER BACKSTORY	ALLIES & ORGANISATIONS
		ADDITIONAL FEATURES & TRAITS

CHARACTER APPEARANCE	CHARACTER BACKSTORY	ALLIES & ORGANISATIONS
		ADDITIONAL FEATURES & TRAITS
		TREASURE



