Player

Character Name

Race

Class   Level

EXP

AC   HP   Temp HP

Inspiration

+ Proficiency Bonus

Initiative

Strength
○ Saving Throw
◇ Athletics

Dexterity
◇ Saving Throw
□ Acrobatics
◇ Sleight of Hand
□ Stealth

Constitution
◇ Saving Throw
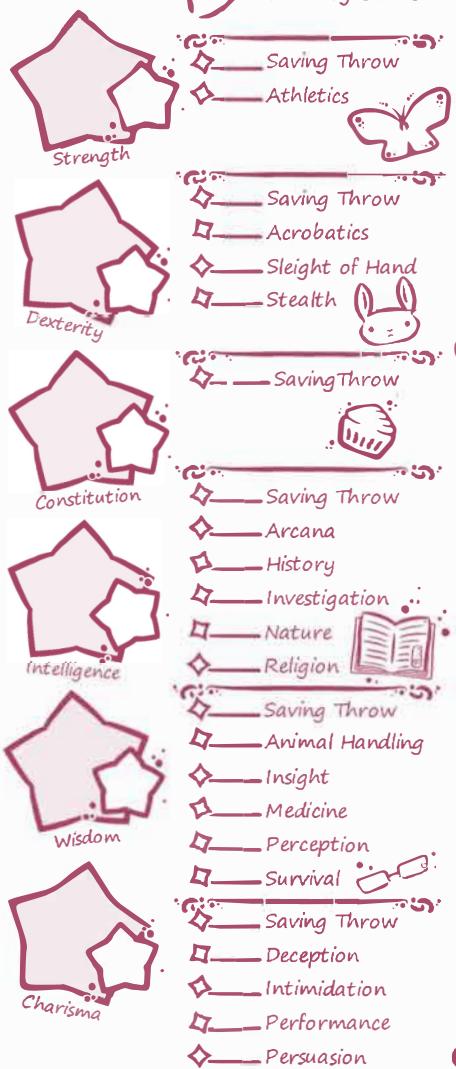
Hit Dice   Current HP

Death Saves
Successes   Failures

Speed

Intelligence
◇ Saving Throw
◇ Arcana
□ History
□ Investigation
□ Nature
◇ Religion

Name		Attack	Damage	Range	Ammo	Used
	Dex Str					
	Dex Str					
	Dex Str					
	Dex Str					

Wisdom
◇ Saving Throw
□ Animal Handling
◇ Insight
◇ Medicine
□ Perception
□ Survival

Charisma
◇ Saving Throw
□ Deception
◇ Intimidation
□ Performance
◇ Persuasion