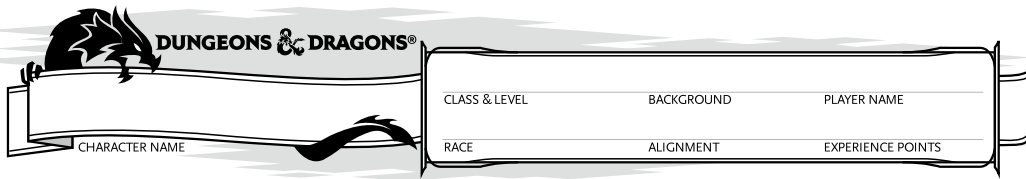
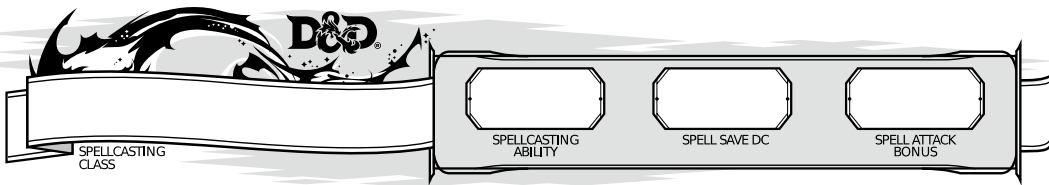


NOTES



STRENGTH	INSPIRATION		ARMOR CLASS	INITIATIVE	SPEED
DEXTERITY	PROFICIENCY BONUS		Hit Point Maximum _____		
CONSTITUTION	☐ Strength ☐ Dexterity ☐ Constitution ☐ Intelligence ☐ Wisdom ☐ Charisma		CURRENT HIT POINTS		
INTELLIGENCE	SAVING THROWS		TEMPORARY HIT POINTS		
WISDOM	☐ 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)		Total _____ HIT DICE	SUCCESSES ○○○○ FAILURES ○○○○ DEATH SAVED	
CHARISMA	SKILLS		ATTACKS & SPELLCASTING		
			PASSIVE WISDOM (PERCEPTION)		

[illegible]

FEATURES & TRAITS		
PROFICIENCIES & LANGUAGES	CP SP EP GP PP EQUIPMENT	PERSONALITY TRAITS IDEALS BONDS FLAWS