

CLASS & LEVEL

SUBCLASS

EXPERIENCE POINTS

CHARACTER NAME

PLAYER NAME

RACE

BACKGROUND

ALIGNMENT

STRENGTH

DEXTERITY

CONSTITUTION

INTELLIGENCE

WISDOM

CHARISMA

PROFICIENCY BONUS

STATUS

INITIATIVE

SPEED

INSPIRATION

PASSIVE INSIGHT

PASSIVE INVESTIGATION

PASSIVE PERCEPTION

ARMOR CLASS

ARMOR

SKILLS

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)

HIT POINTS

MAX

CURRENT

TEMP

HIT DICE

TYPE

USED

MAX

DEATH SAVES

SUCCESSSES

FAILURES

EXHAUSTION

CONDITIONS

PROFICIENCIES, LANGUAGES, & FEATS

TREASURE & EQUIPMENT

PP

GP

EP

SP

CP

FEATURES & TRAITS

Southlands

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BACKSTORY

HOMELAND

CHARACTER APPEARANCE

CHARACTER NAME

AGE

HEIGHT

WEIGHT

EYES

SKIN

HAIR

PERSONALITY TRAITS

IDEALS

BONDS

FLAWS

ALLIES & ORGANIZATIONS

ADDITIONAL FEATURES & TRAITS

ADDITIONAL TREASURE

