

Class/Level

Race

Background

Character Name

Passive Perception

STR

Saving Throw
 Athletics

DEX

Saving Throw
 Acrobatics
 Sleight of Hand
 Stealth

CON

Saving Throw

INT

Saving Throw
 Arcana
 History
 Investigation
 Nature
 Religion

WIS

Saving Throw
 Animal Healing
 Insight
 Medicine
 Perception
 Survival

CHA

Saving Throw
 Deception
 Intimidation
 Performance
 Persuasion

Age

Familiar

Familiar Name

Armor Class

Initiative

Speed

Proficiency Bonus

Maximum HP

Current HP

Hit Dice

Temporary HP

OOR

Attacks & Spells

Name	Attack Bonus	Damage/Type
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Equipment

CP

SP

GP

PP

Features & Traits

Familiar Abilities