

CHARACTER NAME

CLASS

SNB-CLASS

PLAYER NAME

EXPERIENCE POINTS

SAVING  
THROWS

ATHLETICS

ACROBATICS

ARCANA

ANIMAL HANDLING

DECEPTION

SLEIGHT OF HAND

HISTORY

INSIGHT

INTIMIDATION

STEALTH

INVESTIGATION

MEDICINE

PERFORMANCE

PASSIVE WISDOM  
(PERCEPTION)



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BACKGROUND

RACE

ALIGNMENT

NATURE

PERCEPTION

PERSUASION

RELIGION

SURVIVAL

HIT DICE

ARMOR CLASS

HIT POINTS  
(MAX)

HIT POINTS  
(CURRENT)

HIT POINTS  
(TEMPORARY)

INITIATIVE

SPEED

DEATH SAVE (SUCCESS)

☐☐☐

DEATH SAVE (FAILURES)

☐☐☐

ADDITIONAL QUICK NOTES

CHARACTER NAME

CHARACTER PORTRAIT



AGE

HEIGHT

WEIGHT

EYES

SKIN

HAIR

QUIRKS

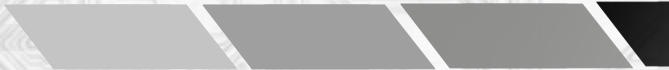
BACKSTORY

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FEATURES & TRAITS

CHARACTER NAME

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CHARACTER NAME

ADDITIONAL NOTES

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EQUIPMENT



