

name

class/level

race

alignment

experience

vitals

- proficiency bonus
- inspiration
- passive perception

strength

dexterity

constitution

intelligence

wisdom

charisma

- saving throws
- athletics
- saving throws
- acrobatics
- sleight of hand
- stealth
- saving throws
- arcana
- history
- investigation
- nature
- religion
- saving throws
- animal handling
- insight
- medicine
- perception
- survival
- saving throws
- deception
- intimidation
- performance
- persuasion

initiative

armor class

hit dice

speed

total hp

current hp

temporary hp

success

death saves

failure

personality traits

ideals

background

bonds

flaws

features

range

to hit

type

range

damage

to hit

type

damage

range

to hit

type

damage

range

to hit

type

damage

ammo

damage

racial

class

languages

gear

gp

sp

ep

cp

pp

proficiencies

wealth

current clothing

equipment

max cybernetic implants

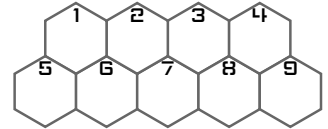
name	class/level	casting ability	save dc
	spell bonus		

go-to spells

range	level	type	range	level	type
level					
damage range	level	type	range	level	type
level					
level	level	type	range	level	type
damage range					
level	level	type	range	level	type
damage range					

cantrips

spells per day



spells

