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Player Name

Character Name

Level

Race

Class

Speed

Hit points

Passive perception

Initiative

Hit dice

Armour class

Inventory

Centum

Denarium

- Backpack - Rations - Torches - Waterskin - Mess kit - Tinderbox - Bedroll - Rope (50ft) -

Features & Traits

Languages: Common,

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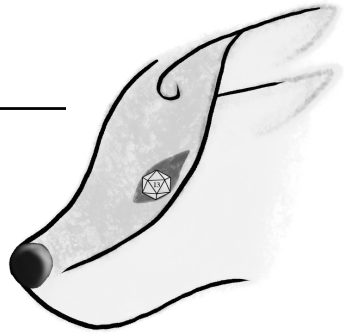
Skill Sheet



Proficiency

Abilities	Skills
Strength	◯ Athletics
Dexterity	◯ Acrobatics ◯ Sleight of Hand ◯ Stealth
Constitution	
Intelligence	◯ Arcana ◯ History ◯ Investigation ◯ Nature ◯ Religion
Wisdom	◯ Animal Handling ◯ Insight ◯ Medicine ◯ Perception ◯ Survival
Charisma	◯ Deception ◯ Intimidation ◯ Performance ◯ Persuasion

Condition

- ☐ Blinded
- ☐ Charmed
- ☐ Deafened
- ☐ Frightened
- ☐ Petrified
- ☐ Poisoned
- ☐ Prone
- ☐ Restrained
- ☐ Grappled
- ☐ Incapacitated
- ☐ Invisible
- ☐ Paralysed
- ☐ Stunned
- ☐ Unconscious

Exhaustion

☐ ☐ ☐ ☐ ☐ ☠

On your turn you may do one of each:

- Movement (Up to speed)
- Free Action (open door etc.)
- Combat Action
- Reaction

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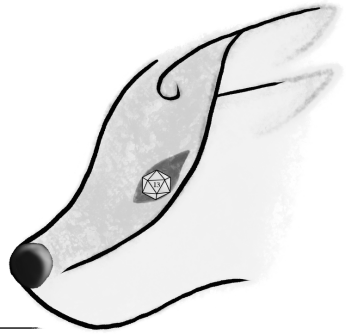
Player Name



Character Details

Portrait

Skin colour:

Eye colour:

Hair colour:

Height:

Personality traits

Stengths & Weaknesses

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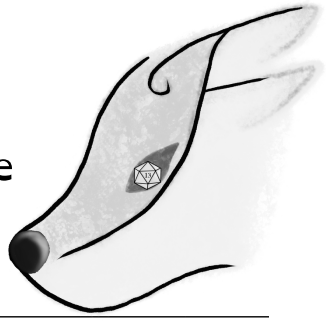
Combat/ Spells



Weapon	Bonus	Range	Damage/Type

Other combat options: Dash, Disengage, Dodge, Grapple, Help, Hide, Prepare, Search, Shove, Improvise, Use object.

Name	Bonus	Effect

Cantrips

Difficulty Class _____ Attack Bonus + _____ Concentration ☐

Name	Range	Damage/Effect

Spells

Spell Slots ___/___

Name	Range	Damage/Effect

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Player Name

Extra information