

# Snakes & Saloons

CHARACTER NAME

CLASS & LEVEL

BACKGROUND

PLAYER NAME

RACE

ALIGNMENT

EXPERIENCE POINTS

STRENGTH

INSPIRATION

PROFICIENCY BONUS

ARMOR CLASS

INITIATIVE

SPEED

PERSONALITY TRAITS

DEXTERITY

IDEALS

Hit Point Maximum

CURRENT HIT POINTS

CONSTITUTION

TEMPORARY HIT POINTS

BONDS

- ☐ Strength
- ☐ Dexterity
- ☐ Constitution
- ☐ Intelligence
- ☐ Wisdom
- ☐ Charisma

SAVING THROWS

Total

HIT DICE

SUCCESSSES

FAILURES

DEATH SAVES

FLAWS

INTELLIGENCE

WISDOM

CHARISMA

- ☐ Acrobatics (Dex)
- ☐ Animal Handling (Wis)
- ☐ Arcana (Int)
- ☐ Athletics (Str)
- ☐ Deception (Cha)
- ☐ History (Int)
- ☐ Insight (Wis)
- ☐ Intimidation (Cha)
- ☐ Investigation (Int)
- ☐ Mechanics (Int)
- ☐ Medicine (Wis)
- ☐ Nature (Int)
- ☐ Perception (Wis)
- ☐ Performance (Cha)
- ☐ Persuasion (Cha)
- ☐ Religion (Int)
- ☐ Sleight of Hand (Dex)
- ☐ Stealth (Dex)
- ☐ Survival (Wis)

NAME

ATK BONUS

DAMAGE/TYPE

ATTACKS & SPELLCASTING

PASSIVE WISDOM (PERCEPTION)

CP

SP

EP

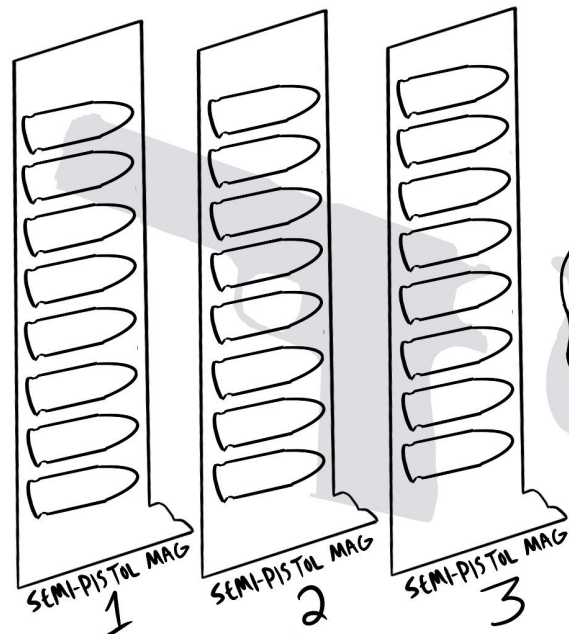
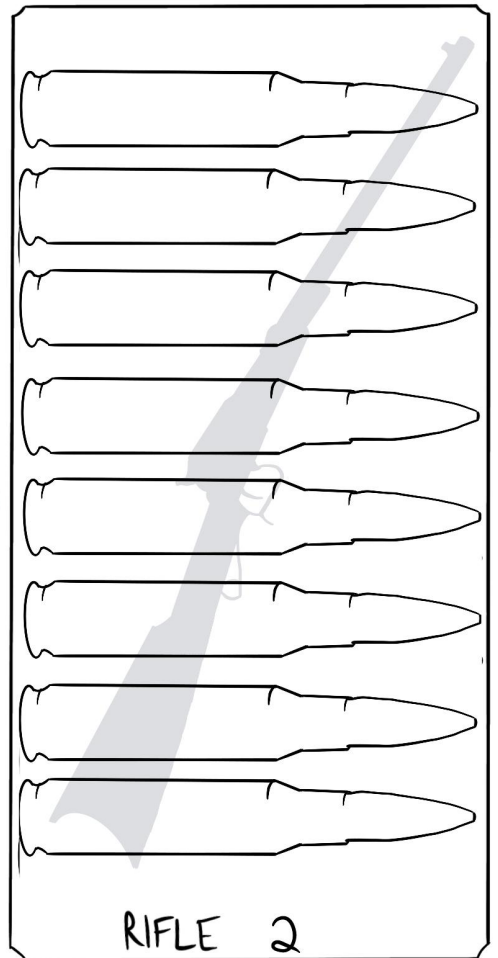
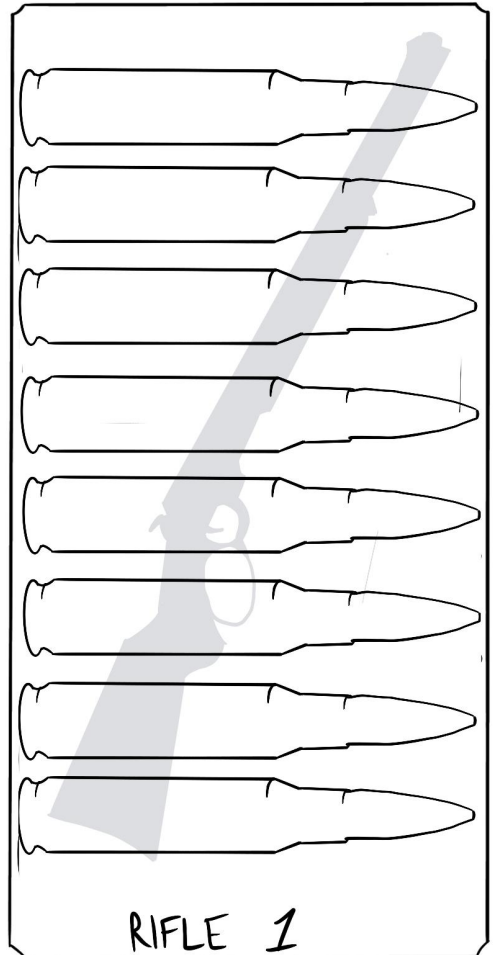
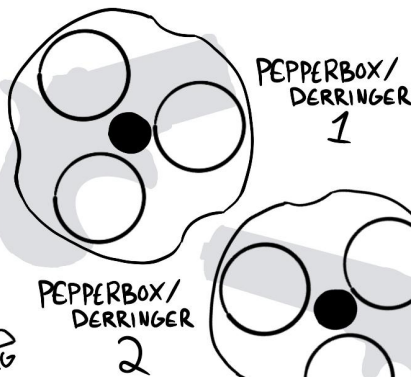
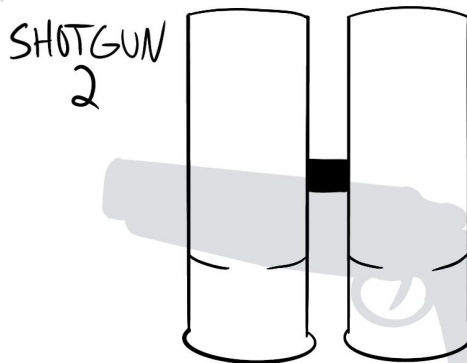
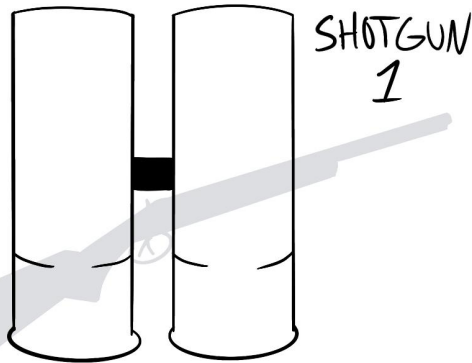
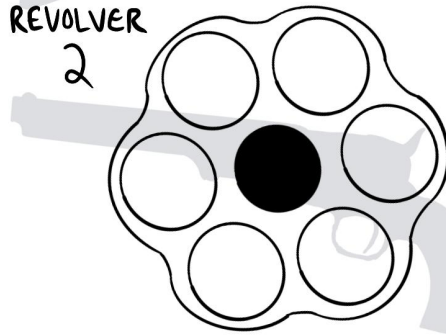
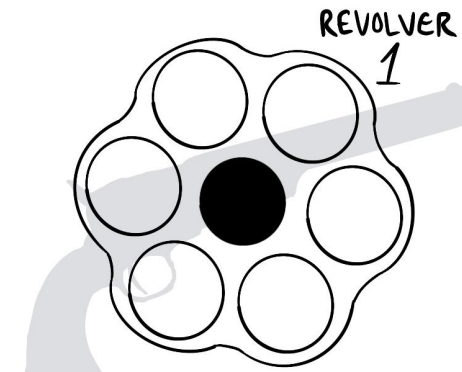
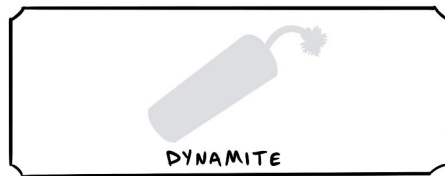
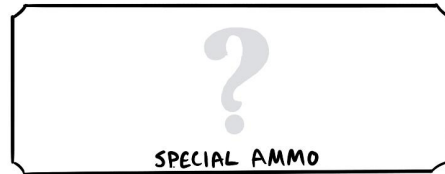
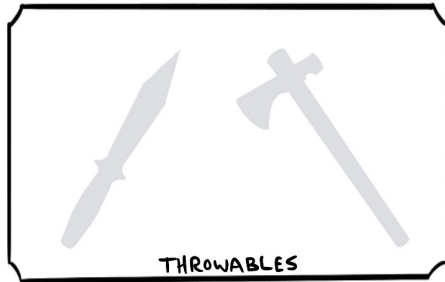
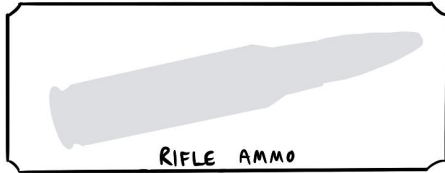
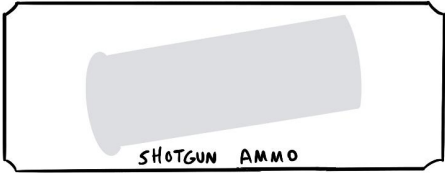
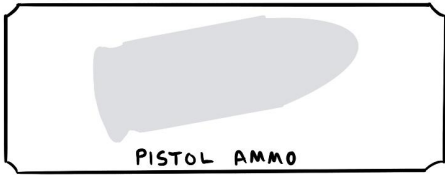
GP

PP

OTHER PROFICIENCIES & LANGUAGES

EQUIPMENT

FEATURES & TRAITS



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