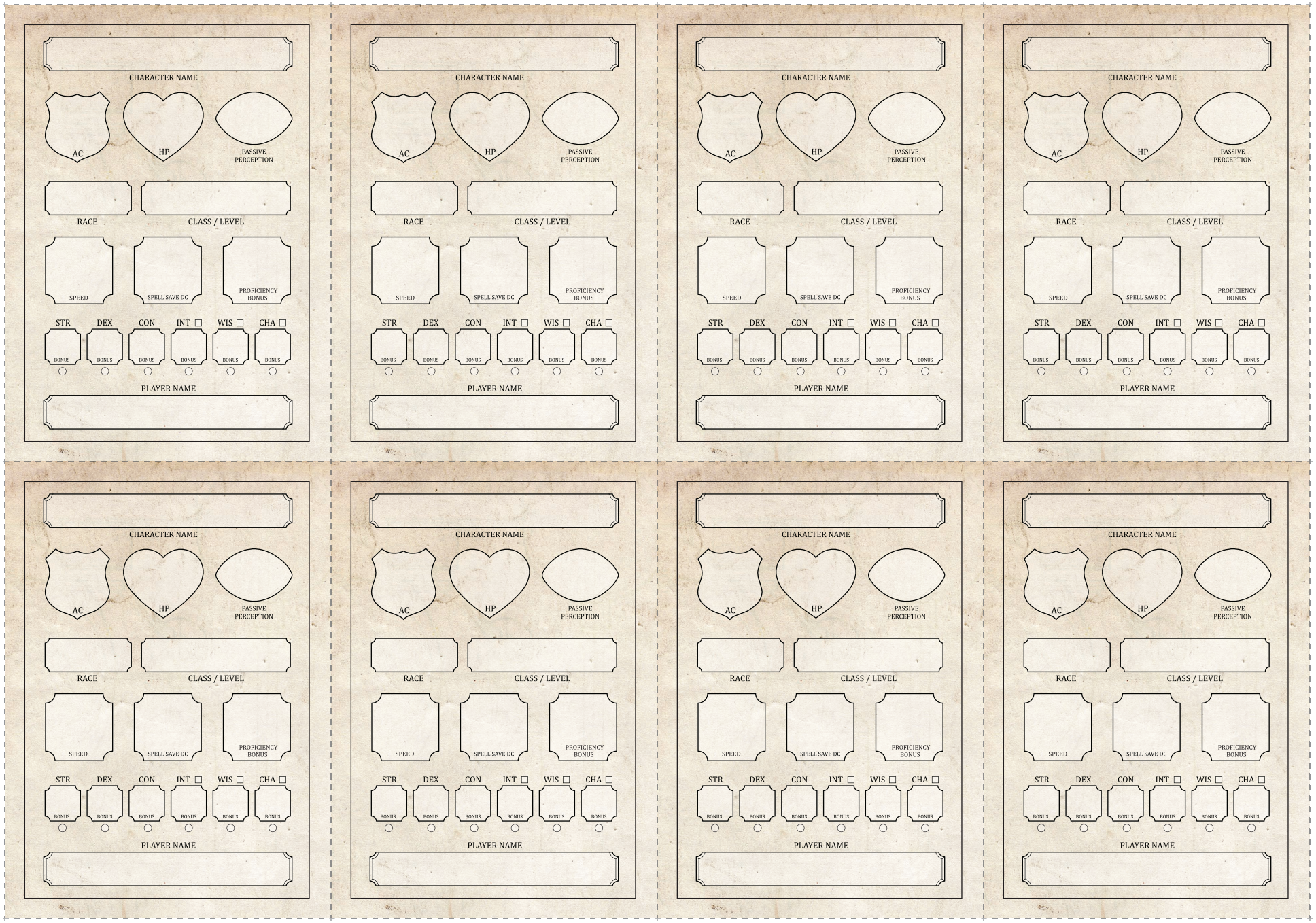

CHARACTER NAME
AC
HP
PASSIVE PERCEPTION
RACE
CLASS / LEVEL
SPEED
SPELL SAVE DC
PROFICIENCY BONUS
STR
DEX
CON
INT
WIS
CHA
BONUS
PLAYER NAME