

A Thousand Thousand Islands character sheet

Name Level XP /

Strength	Dexterity	Constitution	Intelligence	Charisma	Wisdom	Perception
<input style="width: 60px; height: 60px; border: 1px solid gray; border-radius: 50%; margin: 0 auto 10px auto;" type="text"/>	<input style="width: 60px; height: 60px; border: 1px solid gray; border-radius: 50%; margin: 0 auto 10px auto;" type="text"/>	<input style="width: 60px; height: 60px; border: 1px solid gray; border-radius: 50%; margin: 0 auto 10px auto;" type="text"/>	<input style="width: 60px; height: 60px; border: 1px solid gray; border-radius: 50%; margin: 0 auto 10px auto;" type="text"/>	<input style="width: 60px; height: 60px; border: 1px solid gray; border-radius: 50%; margin: 0 auto 10px auto;" type="text"/>	<input style="width: 60px; height: 60px; border: 1px solid gray; border-radius: 50%; margin: 0 auto 10px auto;" type="text"/>	<input style="width: 60px; height: 60px; border: 1px solid gray; border-radius: 50%; margin: 0 auto 10px auto;" type="text"/>
+	+	+	+	+	+	passive wisdom
saving throws <input style="width: 20px; height: 20px; border: 1px solid gray; margin: 5px 0;" type="text"/>	<input style="width: 20px; height: 20px; border: 1px solid gray; margin: 5px 0;" type="text"/>	<input style="width: 20px; height: 20px; border: 1px solid gray; margin: 5px 0;" type="text"/>	<input style="width: 20px; height: 20px; border: 1px solid gray; margin: 5px 0;" type="text"/>	<input style="width: 20px; height: 20px; border: 1px solid gray; margin: 5px 0;" type="text"/>	<input style="width: 20px; height: 20px; border: 1px solid gray; margin: 5px 0;" type="text"/>	proficiency bonus <input style="width: 40px; height: 20px; border: 1px solid gray; margin: 5px 0;" type="text"/>
skills <input style="width: 20px; height: 20px; border: 1px solid gray; margin: 5px 0;" type="text"/> athletics	<input style="width: 20px; height: 20px; border: 1px solid gray; margin: 5px 0;" type="text"/> acrobatics <input style="width: 20px; height: 20px; border: 1px solid gray; margin: 5px 0;" type="text"/> sleight of hand <input style="width: 20px; height: 20px; border: 1px solid gray; margin: 5px 0;" type="text"/> stealth		<input style="width: 20px; height: 20px; border: 1px solid gray; margin: 5px 0;" type="text"/> arcana <input style="width: 20px; height: 20px; border: 1px solid gray; margin: 5px 0;" type="text"/> history <input style="width: 20px; height: 20px; border: 1px solid gray; margin: 5px 0;" type="text"/> investigation <input style="width: 20px; height: 20px; border: 1px solid gray; margin: 5px 0;" type="text"/> nature <input style="width: 20px; height: 20px; border: 1px solid gray; margin: 5px 0;" type="text"/> religion	<input style="width: 20px; height: 20px; border: 1px solid gray; margin: 5px 0;" type="text"/> deception <input style="width: 20px; height: 20px; border: 1px solid gray; margin: 5px 0;" type="text"/> intimidation <input style="width: 20px; height: 20px; border: 1px solid gray; margin: 5px 0;" type="text"/> performance <input style="width: 20px; height: 20px; border: 1px solid gray; margin: 5px 0;" type="text"/> persuasion	<input style="width: 20px; height: 20px; border: 1px solid gray; margin: 5px 0;" type="text"/> animal handling <input style="width: 20px; height: 20px; border: 1px solid gray; margin: 5px 0;" type="text"/> insight <input style="width: 20px; height: 20px; border: 1px solid gray; margin: 5px 0;" type="text"/> medicine <input style="width: 20px; height: 20px; border: 1px solid gray; margin: 5px 0;" type="text"/> perception <input style="width: 20px; height: 20px; border: 1px solid gray; margin: 5px 0;" type="text"/> survival	

Armour Class	Initiative	Hit Points	Death Saves	Hit Dice
<input style="width: 60px; height: 60px; border: 1px solid gray; border-radius: 50%; margin: 0 auto 10px auto;" type="text"/>	<input style="width: 60px; height: 60px; border: 1px solid gray; border-radius: 50%; margin: 0 auto 10px auto;" type="text"/>	<input style="width: 60px; height: 60px; border: 1px solid gray; border-radius: 50%; margin: 0 auto 10px auto;" type="text"/>	<input style="width: 60px; height: 60px; border: 1px solid gray; border-radius: 50%; margin: 0 auto 10px auto;" type="text"/>	<input style="width: 60px; height: 60px; border: 1px solid gray; border-radius: 50%; margin: 0 auto 10px auto;" type="text"/>
		temporary hp	♥ ● ● ● ☠ ● ● ●	total

allies and pets	attacks and abilities

gear and goods