

LAMP'S LIGHT SANITARIUM

NAME	CLASS and LEVEL	BACKGROUND	RACE	ALIGNMENT	EXPERIENCE
STRENGTH _____ () ☐ <i>Saving Throws</i> ☐ <i>Athletics</i>		<i>Proficiency Bonus</i> <i>AC</i> <i>Speed</i>	<i>Inspiration</i> <i>Initiative</i> <i>Passive Perception</i>	<i>Personality Traits</i>	
DEXTERITY _____ () ☐ <i>Saving Throws</i> ☐ <i>Acrobatics</i> ☐ <i>Sleight of Hand</i> ☐ <i>Stealth</i>		<i>Total HP</i> <i>Current HP</i> <i>Hit Dice</i> <i>Total</i> <i>Used</i>	<i>Ideals</i>		
CONSTITUTION _____ () ☐ <i>Saving Throws</i>		<i>Death Saves</i> <i>Successes</i> □□□ <i>Failures</i> □□□	<i>Bonds</i>		
INTELLIGENCE _____ () ☐ <i>Saving Throws</i> ☐ <i>Arcana</i> ☐ <i>History</i> ☐ <i>Investigation</i> ☐ <i>Nature</i> ☐ <i>Religion</i>		ATTACKS and SPELLCASTING <i>Name</i> <i>Attack Bonus</i> <i>Damage Type</i>		<i>Flaws</i>	
WISDOM _____ () ☐ <i>Saving Throws</i> ☐ <i>Animal Handling</i> ☐ <i>Insight</i> ☐ <i>Medicine</i> ☐ <i>Perception</i> ☐ <i>Survival</i>				<i>Features and Traits</i>	
CHARISMA _____ () ☐ <i>Saving Throws</i> ☐ <i>Deception</i> ☐ <i>Intimidation</i> ☐ <i>Performance</i> ☐ <i>Persuasion</i>					
SANITY _____ () ☐ <i>Saving Throws</i>		EQUIPMENT <i>CP</i> _____ <i>SP</i> _____ <i>EP</i> _____ <i>GP</i> _____ <i>PP</i> _____			
LANGUAGES					

LAMP'S LIGHT SANITARIUM

AGE	HEIGHT	WEIGHT	EYES	SKIN	HAIR

Emergency Contact

Do Not Resuscitate ☐

Organ Donor ☐

HISTORY:-

PERSONAL PROPERTY:-

APPEARANCE:-

ADDITIONAL FEATURES and TRAITS:-

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[illegible]