gilbert

Race: [PLACEHOLDER: Race Name]
Class: [PLACEHOLDER: Class Name (e.g., Rogue 3 / Bard 1)]
Background: [PLACEHOLDER: Background Name]
Alignment: [PLACEHOLDER: Alignment (e.g., Chaotic Good)]
Level: [PLACEHOLDER: Total Level]
Player Name: [PLACEHOLDER: Player Name]

🔹 Lore & History

🔹 Lore

[PLACEHOLDER: Add detailed history, personal goals, and lore content here. This text will wrap around the floating overview box.]

🔹 Ability Scores & Combat

🔹 Ability Scores

ABILITY SCORES TABLE

Ability	Score	Modifier
Strength	[PLCHLD]	[PLCHLD]
Dexterity	[PLCHLD]	[PLCHLD]
Constitution	[PLCHLD]	[PLCHLD]
Intelligence	[PLCHLD]	[PLCHLD]
Wisdom	[PLCHLD]	[PLCHLD]
Charisma	[PLCHLD]	[PLCHLD]

⚔ Combat Stats

Stat	Value
Armor Class	[PLCHLD]
Initiative	[PLCHLD]
Speed	[PLCHLD]
Hit Points (Max)	[PLCHLD]
Current Hit Points	[PLCHLD]
Hit Dice	[PLCHLD]
Proficiency Bonus	[PLCHLD]

⚔ Attacks & Equipment

Name	Attack Bonus	Damage/Type	Notes
[PLCHLD]	[PLCHLD]	[PLCHLD]	[PLCHLD]
[PLCHLD]	[PLCHLD]	[PLCHLD]	[PLCHLD]
[PLCHLD]	[PLCHLD]	[PLCHLD]	[PLCHLD]

🎒 Equipment

* [PLACEHOLDER: Weapon/Armor 1] * [PLACEHOLDER: Item 2] * [PLACEHOLDER: Item 3] * [PLACEHOLDER: Item 4]

📝 Additional Info

📌 Info

[PLACEHOLDER: Add features, proficiencies, saving throw notes, or other key character notes here.]

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