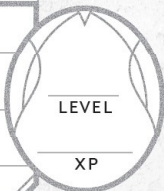


CHARACTER NAME		 LEVEL XP	ARMOR CLASS SHIELD		HIT POINTS CURRENT TEMP MAX		HIT DICE SPENT MAX		DEATH SAVES SUCCESSIONS FAILURES	
BACKGROUND			CLASS							
SPECIES			SUBCLASS							

DUNGEONS & DRAGONS

STRENGTH

MODIFIER SCORE

☐ Saving Throw DC

INTELLIGENCE

MODIFIER SCORE

☐ Saving Throw DC

INITIATIVE

SPEED

SIZE

PASSIVE PERCEPTION

DEXTERITY

MODIFIER SCORE

☐ Saving Throw DC

WISDOM

MODIFIER SCORE

☐ Saving Throw DC

WEAPONS & DAMAGE CANTRIPS			
Name	Atk Bonus / DC	Damage & Type	Notes

CONSTITUTION

MODIFIER SCORE

☐ Saving Throw DC

CHARISMA

MODIFIER SCORE

☐ Saving Throw DC

PROFICIENCY BONUS

INSPIRATION

CLASS FEATURES

SKILL PROFICIENCIES

<input type="radio"/> Acrobatics (Dex)	<input type="radio"/> Medicine (Wis)
<input type="radio"/> Animal Handling (Wis)	<input type="radio"/> Nature (Int)
<input type="radio"/> Arcana (Int)	<input type="radio"/> Perception (Wis)
<input type="radio"/> Athletics (Str)	<input type="radio"/> Performance (Cha)
<input type="radio"/> Deception (Cha)	<input type="radio"/> Persuasion (Cha)
<input type="radio"/> History (Int)	<input type="radio"/> Religion (Int)
<input type="radio"/> Insight (Wis)	<input type="radio"/> Sleight of Hand (Dex)
<input type="radio"/> Intimidation (Cha)	<input type="radio"/> Stealth (Dex)
<input type="radio"/> Investigation (Int)	<input type="radio"/> Survival (Wis)

EQUIPMENT TRAINING & PROFICIENCIES

ARMOR TRAINING ☐ Light ☐ Medium ☐ Heavy ☐ Shields

WEAPONS

TOOLS

SPECIES TRAITS

FEATS

SPELLCASTING ABILITY	
	SPELLCASTING MODIFIER
	SPELL SAVE DC
	SPELL ATTACK BONUS

SPELL SAVE DC



	Total	Expended		Total	Expended		Total	Expended
LEVEL 1	___	◆◆◆◆	LEVEL 4	___	◆◆◆◆	LEVEL 7	___	◆◆
LEVEL 2	___	◆◆◆◆	LEVEL 5	___	◆◆◆◆	LEVEL 8	___	◆
LEVEL 3	___	◆◆◆◆	LEVEL 6	___	◆◆	LEVEL 9	___	◆

[illegible][illegible][illegible]

EQUIPMENT

Magic Item Attunement

COINS

CP	SP	EP	GP	PP