





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

# DUNGEONS & DRAGONS

PROFICIENCY BONUS

INSPIRATION


INITIATIVE

SPEED

SIZE

PASSIVE PERCEPTION


**STRENGTH**



MODIFIER      SCORE

☐ \_\_\_\_ Saving Throw


**INTELLIGENCE**



MODIFIER      SCORE

☐ \_\_\_\_ Saving Throw


**DEXTERITY**



MODIFIER      SCORE

☐ ☐ Saving Throw


**WISDOM**



MODIFIER      SCORE

☐ ☐ Saving Throw


**CONSTITUTION**



MODIFIER      SCORE

☐ \_\_\_\_ Saving Throw

**CHARISMA**



MODIFIER      SCORE

☐ \_\_\_\_ Saving Throw

[illegible]

CLASS FEATURES	

## SKILL PROFICIENCIES

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<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

[illegible]

FEATS

SPELLCASTING ABILITY	
	<b>SPELLCASTING MODIFIER</b>
	<b>SPELL SAVE DC</b>
	<b>SPELL ATTACK BONUS</b>

**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	___	◆

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## COINS

CP	SP	EP	GP	PP
<div style="position: absolute; top: -20px; left: 50%; transform: translate(-50%, -50%);">↑</div> <div style="position: absolute; bottom: -20px; left: 50%; transform: translate(-50%, 50%);">↓</div>	<div style="position: absolute; top: -20px; left: 50%; transform: translate(-50%, -50%);">↑</div> <div style="position: absolute; bottom: -20px; left: 50%; transform: translate(-50%, 50%);">↓</div>	<div style="position: absolute; top: -20px; left: 50%; transform: translate(-50%, -50%);">↑</div> <div style="position: absolute; bottom: -20px; left: 50%; transform: translate(-50%, 50%);">↓</div>	<div style="position: absolute; top: -20px; left: 50%; transform: translate(-50%, -50%);">↑</div> <div style="position: absolute; bottom: -20px; left: 50%; transform: translate(-50%, 50%);">↓</div>	<div style="position: absolute; top: -20px; left: 50%; transform: translate(-50%, -50%);">↑</div> <div style="position: absolute; bottom: -20px; left: 50%; transform: translate(-50%, 50%);">↓</div>