

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

DUNGEONS & DRAGONS

STRENGTH MODIFIER SCORE Saving Throw DC	INTELLIGENCE MODIFIER SCORE Saving Throw DC	INITIATIVE	SPEED	SIZE	PASSIVE PERCEPTION
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DEXTERITY MODIFIER SCORE Saving Throw DC	WISDOM MODIFIER SCORE Saving Throw DC	WEAPONS & DAMAGE CANTRIPS																																															
<table border="1" style="width: 100%; border-collapse: collapse;"> <thead> <tr> <th style="width: 30%;">Name</th> <th style="width: 15%;">Atk Bonus / DC</th> <th style="width: 30%;">Damage & Type</th> <th style="width: 25%;">Notes</th> </tr> </thead> <tbody> <tr><td> </td><td> </td><td> </td><td> </td></tr> <tr><td> </td><td> </td><td> </td><td> </td></tr> <tr><td> </td><td> </td><td> </td><td> </td></tr> <tr><td> </td><td> </td><td> </td><td> </td></tr> <tr><td> </td><td> </td><td> </td><td> </td></tr> <tr><td> </td><td> </td><td> </td><td> </td></tr> <tr><td> </td><td> </td><td> </td><td> </td></tr> <tr><td> </td><td> </td><td> </td><td> </td></tr> <tr><td> </td><td> </td><td> </td><td> </td></tr> <tr><td> </td><td> </td><td> </td><td> </td></tr> </tbody> </table>						Name	Atk Bonus / DC	Damage & Type	Notes																																								
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CONSTITUTION MODIFIER SCORE Saving Throw DC	CHARISMA MODIFIER SCORE Saving Throw DC	CLASS FEATURES			
PROFICIENCY BONUS	INSPIRATION				

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

EQUIPMENT TRAINING & PROFICIENCIES	
ARMOR TRAINING <input type="checkbox"/> Light <input type="checkbox"/> Medium <input type="checkbox"/> Heavy <input type="checkbox"/> Shields	
WEAPONS	
TOOLS	

SPECIES TRAITS

FEATS

SPELLCASTING ABILITY	
	SPELLCASTING MODIFIER
	SPELL SAVE DC
	SPELL ATTACK BONUS

SPELL SAVE DC

SPELL SLOTS											
Total		Expended		Total		Expended		Total		Expended	
LEVEL 1	___	◆◆◆◆◆	LEVEL 4	___	◆◆◆◆◆	LEVEL 7	___	◆◆	LEVEL 10	___	◆◆◆◆◆
LEVEL 2	___	◆◆◆◆◆	LEVEL 5	___	◆◆◆◆◆	LEVEL 8	___	◆◆	LEVEL 11	___	◆◆◆◆◆
LEVEL 3	___	◆◆◆◆◆	LEVEL 6	___	◆◆◆◆◆	LEVEL 9	___	◆◆	LEVEL 12	___	◆◆◆◆◆

LEVEL 9 

[illegible]
$$\text{---} \diamond \text{C} \text{---} \diamond \text{R} \text{---} \diamond \text{M}$$
[illegible][illegible][illegible][illegible]

COINS				
CP	SP	EP	GP	PP

PP

V