

| | | | | | | |
|----------------|-------|---------------------|---------------------------|--------------------------------------|----------------------------------|---|
| CHARACTER NAME | | LEVEL XP | ARMOR CLASS SHIELD | HIT POINTS CURRENT MAX | HIT DICE SPENT MAX | EXHAUSTION <div style="display: flex; justify-content: space-around;"> ◆◆◆◆◆ </div> -2 -4 -6 -8 -10 DEATH SAVES <div style="display: flex; justify-content: space-around;"> ◆◆◆◆◆ </div> SUCCESS FAILURE |
| BACKGROUND | CLASS | | SPECIES | | SUBCLASS | |
| | | | | | | |

DUNGEONS & DRAGONS

| | | | | | |
|-------------------|-------------|------------|-------|------|--------------------|
| PROFICIENCY BONUS | INSPIRATION | INITIATIVE | SPEED | SIZE | PASSIVE PERCEPTION |
|-------------------|-------------|------------|-------|------|--------------------|

| | |
|---------------------------------------|---|
| STRENGTH MODIFIER SCORE | INTELLIGENCE MODIFIER SCORE |
| Saving Throw DC | Saving Throw DC |

| | |
|--|-------------------------------------|
| DEXTERITY MODIFIER SCORE | WISDOM MODIFIER SCORE |
| Saving Throw DC | Saving Throw DC |

| | |
|---|---------------------------------------|
| CONSTITUTION MODIFIER SCORE | CHARISMA MODIFIER SCORE |
| Saving Throw DC | Saving Throw DC |

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

| CLASS FEATURES |
|----------------|
| |

| SKILL & TOOL 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) |

| OTHER PROFICIENCIES | |
|---|---|
| LANGUAGES | |
| ARMOR <input checked="" type="checkbox"/> Shields <input type="checkbox"/> Light <input type="checkbox"/> Medium <input type="checkbox"/> Heavy | WEAPONS <input type="checkbox"/> Simple <input type="checkbox"/> Martial <input type="checkbox"/> Improvised |

| SPECIES TRAITS | FEATS |
|----------------|-------|
| | |

| SPELLCASTING ABILITY | | |
|----------------------|------------------------------|--|
| | SPELLCASTING MODIFIER | |
| | SPELL SAVE DC | |
| | SPELL ATTACK BONUS | |



| SPELL SLOTS | | | SORCERY POINTS | | | MAX | | |
|-------------|-------|----------|----------------|-------|----------|---------|-------|----------|
| | 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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