

CHARACTER NAME _____		 LEVEL _____ XP _____	ARMOR CLASS _____ SHIELD _____	HIT POINTS CURRENT _____ MAX _____ TEMP _____	HIT DICE SPENT _____ MAX _____	EXHAUSTION <div style="display: flex; justify-content: space-around; font-size: 0.8em;"> ◆ -2 ◆ -4 ◆ -6 ◆ -8 ◆ -10 </div> DEATH SAVES <div style="display: flex; justify-content: space-around; font-size: 0.8em;"> ◆ SUCCESS ◆ FAILURE </div>
BACKGROUND _____ CLASS _____						
SPECIES _____ SUBCLASS _____						

DUNGEONS & DRAGONS

PROFICIENCY BONUS _____ _____ _____	INSPIRATION _____ _____ _____	INITIATIVE _____ _____ _____	SPEED _____ _____ _____	SIZE _____ _____ _____	PASSIVE PERCEPTION _____ _____ _____
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STRENGTH MODIFIER _____ SCORE _____ Saving Throw _____ DC _____	INTELLIGENCE MODIFIER _____ SCORE _____ Saving Throw _____ DC _____
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DEXTERITY MODIFIER _____ SCORE _____ Saving Throw _____ DC _____	WISDOM MODIFIER _____ SCORE _____ Saving Throw _____ DC _____
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CONSTITUTION MODIFIER _____ SCORE _____ Saving Throw _____ DC _____	CHARISMA MODIFIER _____ SCORE _____ Saving Throw _____ DC _____
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WEAPONS & DAMAGE CANTRIPS			
Name	Atk Bonus / DC	Damage & Type	Notes

CLASS FEATURES
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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"/> _____ <input type="checkbox"/> _____	<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) <input type="checkbox"/> _____ <input type="checkbox"/> _____

OTHER PROFICIENCIES	
LANGUAGES _____ _____ _____	
ARMOR <div style="display: flex; flex-direction: column; gap: 5px;"> <input type="checkbox"/> Shields <input type="checkbox"/> Light <input type="checkbox"/> Medium <input type="checkbox"/> Heavy </div>	WEAPONS <div style="display: flex; flex-direction: column; gap: 5px;"> <input type="checkbox"/> Simple <input type="checkbox"/> Martial <input type="checkbox"/> Improvised </div>

SPECIES TRAITS
<div></div>

FEATS
<div></div>



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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