

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

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

DEXTERITY

MODIFIER
SCORE

○ Saving Throw
DC

WISDOM

MODIFIER
SCORE

○ Saving Throw
DC

CONSTITUTION

MODIFIER
SCORE

○ Saving Throw
DC

CHARISMA

MODIFIER
SCORE

○ Saving Throw
DC

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

CLASS FEATURES	

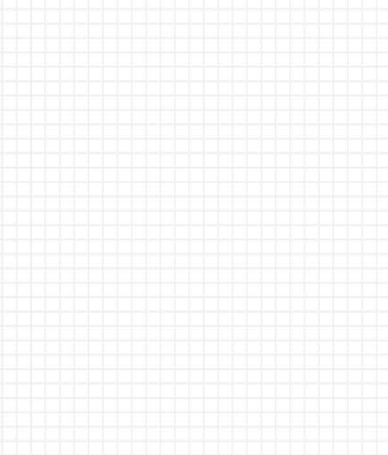



SKILL & TOOL PROFICIENCIES	
○ Acrobatics (Dex)	○ Medicine (Wis)
○ Animal Handling (Wis)	○ Nature (Int)
○ Arcana (Int)	○ Perception (Wis)
○ Athletics (Str)	○ Performance (Cha)
○ Deception (Cha)	○ Persuasion (Cha)
○ History (Int)	○ Religion (Int)
○ Insight (Wis)	○ Sleight of Hand (Dex)
○ Intimidation (Cha)	○ Stealth (Dex)
○ Investigation (Int)	○ Survival (Wis)

OTHER PROFICIENCIES	
ARMOR ◆ Shields ◆ Light ◆ Medium ◆ Heavy	WEAPONS ◆ Simple ◆ Martial ◆ Improvised

SPECIES TRAITS

FEATS

[illegible][illegible]

MAGICAL ITEMS	
	
Magic Item Attunement	
	
	
	

[illegible]