

CHARACTER NAME _____ BACKGROUND _____ CLASS _____ SPECIES _____ SUBCLASS _____	 LEVEL _____ XP _____	ARMOR CLASS _____ SHIELD _____	HIT POINTS _____ CURRENT _____ MAX _____ TEMP _____	HIT DICE _____ SPENT _____ MAX _____	EXHAUSTION ◆◆◆◆◆ -2 -4 -6 -8 -10 DEATH SAVES ◆◆◆◆◆ SUCCESS FAILURE
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DUNGEONS & DRAGONS

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

CLASS FEATURES
<div style="display: flex; border-bottom: 1px solid black;"> <div style="flex: 1; border-right: 1px solid black;"></div> <div style="flex: 1;"></div> </div>

SKILL & TOOL PROFICIENCIES	
<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)
<input type="radio"/> _____	<input type="radio"/> _____
<input type="radio"/> _____	<input type="radio"/> _____

OTHER PROFICIENCIES		
LANGUAGES _____ _____		
<table style="width:100%; border: none;"> <tr> <td style="width:50%; border: none;"> ARMOR ◆ Shields ◆ Light ◆ Medium ◆ Heavy </td> <td style="width:50%; border: none;"> WEAPONS ◆ Simple ◆ Martial ◆ Improvised </td> </tr> </table>	ARMOR ◆ Shields ◆ Light ◆ Medium ◆ Heavy	WEAPONS ◆ Simple ◆ Martial ◆ Improvised
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SPECIES TRAITS

FEATS

