

POKÉMON	TYPE(S)	ARMOR CLASS Lv. Exp	HIT POINTS	HIT DICE	DEATH SAVES
CLASS	SUBCLASS		TEMP	/ CURRENT	
ABILITY	BACKGROUND		CURRENT	MAX	DIE SIZE

Dungeons & Druddigons

PROFICIENCY BONUS	INTELLIGENCE MODIFIER	INITIATIVE	SPEED	P. PERCEPTION	CONDITIONS
STRENGTH MODIFIER	<input type="radio"/> Saving Throw <input type="radio"/> Arcana <input type="radio"/> History <input type="radio"/> Investigation <input type="radio"/> Nature <input type="radio"/> Religion				
DEXTERITY MODIFIER	<input type="radio"/> Saving Throw <input type="radio"/> Acrobatics <input type="radio"/> Sleight of hand <input type="radio"/> Stealth	WISDOM MODIFIER	<input type="radio"/> Saving Throw <input type="radio"/> Animal handling <input type="radio"/> Insight <input type="radio"/> Medicine <input type="radio"/> Perception <input type="radio"/> Survival	ATTACKS	
CONSTITUTION MODIFIER	<input type="radio"/> Saving Throw	CHARISMA MODIFIER	<input type="radio"/> Saving Throw <input type="radio"/> Deception <input type="radio"/> Intimidation <input type="radio"/> Performance <input type="radio"/> Persuasion	CLASS FEATURES	
EXHAUSTION <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>					
HEROIC INSPIRATION <input type="checkbox"/>					
TOOLS, LANGUAGES, & OTHER PROFICIENCIES					
OTHER FEATURES					

SPELLCASTING ABILITY	
SPELLCASTING MODIFIER	
SPELL SAVE DC	
SPELL ATTACK BONUS	



D&D®

SPELL SLOTS		
Total	Expended	Total
LEVEL 1		LEVEL 4
LEVEL 2		LEVEL 5
LEVEL 3		LEVEL 6
Total	Expended	Total
LEVEL 7		LEVEL 8
LEVEL 8		LEVEL 9
LEVEL 9		

APPEARANCE

Large rectangular area for drawing or writing a character's appearance.

BACKSTORY & PERSONALITY

Large rectangular area for writing a character's backstory and personality.

Alignment

LANGUAGES

Large rectangular area for listing languages.

EQUIPMENT

Large rectangular area for listing equipment.

Magic Item Attunement



COINS

CP	SP	EP	GP	PP
A V	A V	A V	A V	A V