

☐ INSPIRATION☐ PROFICIENCY  
SPEED☐ PASSIVE  
PERCEPTION  
INIT.STR  
DEX  
CON  
INT  
WIS  
CHA


DEATH SAVES



CURRENT HP

MAX HP

HIT DICE

ATTACKS AND CASTING

NAME BONUS DAMAGE

<input type="text"/>	<input type="text"/>	<input type="text"/>
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FEATURES

CHARACTER NAME

PLAYER NAME

CLASS

RACE

EXPERIENCE POINTS

BACKGROUND

ALIGNMENT

SKILLS

TRAITS

IDEALS

BONDS

FLAWS

TREASURE

☐ PP  
☐ GP  
☐ EP  
☐ SP  
☐ CP

PROFICIENCIES

CLASS		CASTING ABILITY		SAVE DC	SPELL ATTACK
<div></div>		<div></div>		<div></div>	<div></div>
CANTRIPS					
LEVEL 1		LEVEL 4		LEVEL 7	
<div></div>		<div></div>		<div></div>	
LEVEL 2		LEVEL 5		LEVEL 8	
<div></div>		<div></div>		<div></div>	
LEVEL 3		LEVEL 6		LEVEL 9	
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