CHARACTER NAME	(PLAYER	NAME	ARMOR CLASS	HIT POINTS	HIT DICE	EXHAUSTION			
BACKGROUND	CLASS	LEVEL	- /-		SPENT	-2 -4 -6 -8 -10  DEATH SAVES			
SPECIES	SUBCLASS	XP	SHIELD	TEMP MAX	MAX	♦♦♦ ♦♦♦ SUCCESS FAILURE			
SPECIES	SUBCLASS	A DUNCEONE & - D	V 2		I MAX	JOCCESS TATEORE			
DUNGEONS & DRAGONS									
STRENGTH	INTELLIGENCE	PROFICIENCY BONUS	INSPIRATIO	INITIAT	TIVE	PASSIVE PERCEPTION			
MODIFIER SCORE	MODIFIER SCORE	WEAPONS & DAMAGE CANTRIPS							
O Saving Throw	O Saving Throw	Name	Atk Bonus / DC	Damage & Type	Notes				
DEXTERITY  MODIFIER  Saving Throw	WISDOM  MODIFIER SCORE  Saving Throw								
CONSTITUTION	CONSTITUTION CHARISMA COMBAT FEATURES & DEFENSES								
MODIFIER SCORE  O Saving Throw	MODIFIER SCORE  Saving Throw		СОМВА	TEATORES & DETERMINE					
SKILL & TOOL I	PROFICIENCIES		C	LASS FEATURES					
O Acrobatics (DEX)	O Medicine (Wis)								
O Animal Handling (Wis)	O Nature (INT)								
O Arcana (INT)	O Perception (Wis)								
O Athletics (STR)	O Performance (CHA)								
O Deception (CHA)	O Persuasion (CHA)								
O History (INT)	O Religion (INT)								
OInsight (Wis)	O Sleight of Hand (DEx)								
O Intimidation (CHA)	O Stealth (DEX)								
O Investigation (INT)	O Survival (Wis)								
0	0								
0									
SPECIES TRAITS									
Size Speed									
		0							
		[		FEATS					
5									

SPELL ATTACK BONUS	Spell Note	■ = Prepared Ba = Bonus act C = Concentration Re = Reaction	S = Somatic	6TH LEVEL SLOTS	Expended 🔷	Nот
SPELL SAVE DC	Codes	Rt = Ritual In = Instantano	eous M = Materia			_ _
CANTRIPS	Notes	3RD LEVEL SLOTS Exper	nded 🔷 🔷 No	TES		_
				_		_
				_		
			<u> </u>			_
			<u> </u>			
				7TH LEVEL SLOTS	Expended 🔷	Nот
				_		_
1st Level Slots Expended	♦♦♦♦ Notes			_		
			l	_		_ _
				_		
		_				
		4TH LEVEL SLOTS Exper	nded 🔷 🔷 No	TES		_
						_
				8TH LEVEL SLOTS	Expended 💠	Nот
				_		_
				_		_
				_ 🛮 🗖		_
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2ND LEVEL SLOTS Expended	>♦♦ Notes			_		
	<del></del>					_ _
		5TH LEVEL SLOTS Exper	nded 🔷 🔷 No	TES		
				9TH LEVEL SLOTS	Expended 💠	Nот
				_		_ _
				_		_
						_
			l	_ 🛮 🗖		_ _
П						
				_		_ _
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APPEARANCE		_ [1]	OTHER PROFICIENCIES			VALUABLES & TREASURE					
		LANGUAGES									
Age Height	Weight	ARMOR ♦ Shields WEAPONS		PP	GP	EP	SP	СР			
DACKSTORY	2 DEDCOMALITY				16 P T	MAGICAL	ITEN46	St. RIS			
BACKSTORY & PERSONALITY		- 4	EQUIPMENT			MAGICAL ITEMS					
				Magic -\$	: Item Attun	ement					
Alignment	NOTES	Carry Capacity	Orag/Lift/Push Weight Carried	<b>♦</b>			Med Section				
			CREATURE NAME					MOD SAVE			
			Type, Alignment				STR				
			AC				Dex Con				
			НР				Int				
			Speed				Wis				
			Initiative				Сна				
			21.11								
			Skills								
			Resistances Immunities								
			Senses								
			Languages								
			CR (PB)								
			TRAITS								
			ACTIONS								

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