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 & D				
STRENGTH	INTELLIGENCE	PROFICIENCY BONUS	INSPIRATIO	INITIAT	TIVE	PASSIVE PERCEPTION
MODIFIER SCORE	MODIFIER SCORE		WEAPON	S & DAMAGE CANTR	PS	
O Saving Throw	O Saving Throw	Name	Atk Bonus / DC	Damage & Type	Notes	
DEXTERITY MODIFIER Saving Throw	WISDOM MODIFIER SCORE Saving Throw					
CONSTITUTION	CHARISMA		COMBAT	FEATURES & DEFENS	FC	
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		_
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				7TH LEVEL SLOTS	Expended 🔷	Nот
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1st Level Slots Expended	♦♦♦♦ Notes			_		
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		4TH LEVEL SLOTS Exper	nded 🔷 🔷 No	TES		_
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				8TH LEVEL SLOTS	Expended 💠	Nот
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2ND LEVEL SLOTS Expended	>♦♦ Notes			_		
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		5TH LEVEL SLOTS Exper	nded 🔷 🔷 No	TES		
				9TH LEVEL SLOTS	Expended 💠	Nот
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APPEARANCE		OTHE	VALUABLES & TREASURE					
		LANGUAGES						
		ARMOR 🔷 Shields	WEAPONS					
Age Height	Weight	♦ Light	◆ Simple	PP	GP	EP	SP	СР
Age Height	weight	♦ Medium	→ Martial	- FF	GP	EP	36	CF
		♦ Heavy	♦ Improvised		L	l ₂	J:	
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BACKSTORY & PERSONALITY			EQUIPMENT			MAGICAI	LILEMS	
				Magic	Item Attu	nement		
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Alignment		Carry Capacity	Drag/Lift/Push Weight Carried	Y _				
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