

CHARACTER NAME

BACKGROUND

SPECIES

CLASS

SUBCLASS

LEVEL

XP

ARMOR CLASS

RESISTANCE

SHIELD

IMMUNITY

HIT POINTS

CURRENT

MAX

TEMP

HIT DICE

SPENT

MAX

CONDITIONS

EXHAUSTION

DEATH SAVES

SUCCESSSES

FAILURES

STRENGTH

MODIFIER

SCORE

Save

Athletics

CARRYING CAPACITY

DRAG/LIFT/PUSH

INITIATIVE

HEROIC INSPIRATION

SPEED

WALKING

JUMP

LONG

HIGH

PERCEPTION

PASSIVE

PROFICIENCY BONUS

DEXTERITY

MODIFIER

SCORE

Save

Acrobatics

Sleight of Hand

Stealth

CONSTITUTION

MODIFIER

SCORE

Save

PHYSIQUE

AGE

HEIGHT

SIZE

WEIGHT

INTELLIGENCE

MODIFIER

SCORE

Save

Arcana

History

Investigation

Nature

Religion

WISDOM

MODIFIER

SCORE

Save

Animal Handling

Insight

Medicine

Perception

Survival

CHARISMA

MODIFIER

SCORE

Save

Deception

Intimidation

Performance

Persuasion

BONUS

NOTES

PROFICIENCY & EXPERTISE

EQUIPMENT TRAINING & PROFICIENCIES

ARMOR

Light

Medium

Heavy

Shields

WEAPONS

Simple

Martial

MASTERY

MAX

TOOLS

WEAPONS & DAMAGE CANTRIPS

NAME

ATK BONUS / DC

DAMAGE & TYPE

RANGE, MASTERY & OTHER

EQUIPPED MAIN / OFF-HAND

MAX

SPENT

CLASS FEATURES

SAVE DC

RESOURCE

MAX

SPENT

ROUNDS

SPECIES TRAITS

FEATS

[illegible]

Category	LEVEL	SPENT
1	1	1
2	2	2
3	3	3
4	4	4
5	5	3
6	6	2
7	7	1
8	8	0
9	9	0

<div style="border: 2px solid black; border-radius: 50%; width: 150px; height: 150px; margin: 0 auto;"></div> <p style="text-align: center; margin-top: 10px;">PORTRAIT</p>	<p style="text-align: center; margin: 0;">APPEARANCE</p> <div style="border: 1px solid black; height: 150px; width: 100%;"></div>
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BACKSTORY & PERSONALITY	
ALIGNMENT	
LANGUAGES	

[illegible]