

CHARACTER NAME		 LEVEL XP	ARMOR CLASS	HIT POINTS	HIT DICE	DEATH SAVES
BACKGROUND	CLASS		 SHIELD	TEMP	SPENT	 SUCSESSES
SPECIES	SUBCLASS			CURRENT	MAX	MAX



PROFICIENCY BONUS	HEROIC INSPIRATION	INITIATIVE	SPEED	SIZE	PASSIVE PERCEPTION
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STRENGTH MODIFIER SCORE <input type="radio"/> Saving Throw	INTELLIGENCE MODIFIER SCORE <input type="radio"/> Saving Throw
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DEXTERITY MODIFIER SCORE <input type="radio"/> Saving Throw	WISDOM MODIFIER SCORE <input type="radio"/> Saving Throw
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CONSTITUTION MODIFIER SCORE <input type="radio"/> Saving Throw	CHARISMA MODIFIER SCORE <input type="radio"/> Saving Throw
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<input type="radio"/> Acrobatics <input type="radio"/> Animal Handling <input type="radio"/> Arcana <input type="radio"/> Athletics <input type="radio"/> Deception <input type="radio"/> History <input type="radio"/> Insight <input type="radio"/> Intimidation <input type="radio"/> Investigation	<input type="radio"/> Medicine <input type="radio"/> Nature <input type="radio"/> Perception <input type="radio"/> Performance <input type="radio"/> Persuasion <input type="radio"/> Religion <input type="radio"/> Sleight of Hand <input type="radio"/> Stealth <input type="radio"/> Survival
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WEAPONS & DAMAGE CANTRIPS			
Name	Atk Bonus / DC	Damage & Type	Notes

CLASS FEATURES
<div style="display: flex; border-bottom: 1px solid black;"> <div style="width: 50%;"></div> <div style="width: 50%;"></div> </div>

EQUIPMENT TRAINING & PROFICIENCIES
ARMOR TRAINING <input type="checkbox"/> Light <input type="checkbox"/> Medium <input type="checkbox"/> Heavy <input type="checkbox"/> Shields
WEAPONS
TOOLS

SPECIES TRAITS

FEATS

