CHARACTER NAME			ARMOR CLASS	HIT	HIT POINTS		DEATH SAVES
BACKGROUND	CLASS				TEMP	SPENT	SUCCESSES
SPECIES	SUBCLASS	LEVEL	SHIELD	CURRENT	MAX	- MAX	FAILURES
SPECIES	SUBCLASS	DUNCEONE &	1			1	1
		DUNGEONS &					
PROFICIENCY BONUS	INTELLIGENCE	INITIATIVE	SPEED		SIZE	PASSI\	'E PERCEPTION
	SCORE MODIFIER	e WEAPONS & DAMAGE CANTRIPS					
STRENGTH	O Saving Throw	Name	Atk Bonus	/ DC Damage & Typ	e Note	<u>s</u>	
STRENGTH	O Arcana						
	⊘ History						
SCORE	O Investigation						
MODIFIER	Nature						
O Saving Throw	Carlo Religion						
Athletics	WISDOM						
DEXTERITY							
				CLASS FFATU	DEC		
	SCORE MODIFIER	CLASS FEATURES					
MODIFIER SCORE	O Saving Throw						
O Saving Throw	O Animal Handling						
Acrobatics Sleight of Hand							
Sleight of Hand Stealth	O Perception						
O Steattri	O Survival						
CONSTITUTION	CHARISMA						
SCORE							
MODIFIER	SCORE MODIFIER						
O Saving Throw	O Saving Throw						
	O Deception						
HEROIC INSPIRATION	O Intimidation						
	O Performance	SPECIE	S TRAITS			FEATS	
	O Persuasion						
EQUIPMENT TRAINI	NG & PROFICIENCIES						
	ledium 🕹 Heavy 💠 Shields						
WEAPONS							
TOOLS							
7777							