

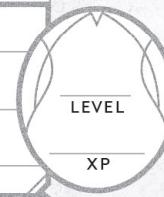
CHARACTER NAME

BACKGROUND

CLASS

SPECIES

SUBCLASS



ARMOR CLASS

SHIELD

HIT POINTS

TEMP

CURRENT

HIT DICE

SPENT

MAX

DEATH SAVES



FAILURES

## DUNGEONS & DRAGONS®

### PROFICIENCY BONUS

### HEROIC INSPIRATION

### INITIATIVE

### SPEED

### SIZE

### PASSIVE PERCEPTION

### STRENGTH

### INTELLIGENCE

Name

### WEAPONS & DAMAGE CANTRIPS

Atk Bonus / DC

Damage &amp; Type

Notes

 Saving Throw Saving Throw

### DEXTERITY

### WISDOM

### CLASS FEATURES

 Saving Throw Saving Throw

### CONSTITUTION

### CHARISMA

<input type="radio"/> Saving Throw	
<input type="radio"/> Saving Throw	
<input type="radio"/> Acrobatics	<input type="radio"/> Medicine
<input type="radio"/> Animal Handling	<input type="radio"/> Nature
<input type="radio"/> Arcana	<input type="radio"/> Perception
<input type="radio"/> Athletics	<input type="radio"/> Performance
<input type="radio"/> Deception	<input type="radio"/> Persuasion
<input type="radio"/> History	<input type="radio"/> Religion
<input type="radio"/> Insight	<input type="radio"/> Sleight of Hand
<input type="radio"/> Intimidation	<input type="radio"/> Stealth
<input type="radio"/> Investigation	<input type="radio"/> Survival

<b>EQUIPMENT TRAINING &amp; PROFICIENCIES</b>	<b>SPECIES TRAITS</b>	<b>FEATS</b>
ARMOR TRAINING <input type="checkbox"/> Light <input type="checkbox"/> Medium <input type="checkbox"/> Heavy <input type="checkbox"/> Shields		
WEAPONS		
TOOLS		



---

## SPELLCASTING ABILITY

## SPELLCASTING MODIFIER

SPELL SAVE DC

## SPELL ATTACK BONUS

## SPELL SLOTS

Total	Expended	Total	Expended	Total	Expended
LEVEL 1	◇◇◇◇	LEVEL 4	◇◇◇	LEVEL 7	◇◇
LEVEL 2	◇◇◇	LEVEL 5	◇◇◇	LEVEL 8	◇
LEVEL 3	◇◇◇	LEVEL 6	◇◇	LEVEL 9	◇

## CANTRIPS & PREPARED SPELLS

## APPEARANCE

## BACKSTORY & PERSONALITY

TM & © 2024 Wizards of the Coast LLC. Illustrations by Richard Whitters.  
570D389800001 EN