

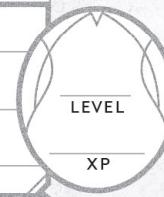
CHARACTER NAME

BACKGROUND

CLASS

SPECIES

SUBCLASS



ARMOR CLASS

SHIELD

HIT POINTS

TEMP

CURRENT

HIT DICE

SPENT

MAX

DEATH SAVES



SUCCESSES



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

### CONSTITUTION

### CHARISMA

<input type="radio"/> Saving Throw	<input type="radio"/> Saving Throw

- Acrobatics
- Medicine
- Animal Handling
- Nature
- Arcana
- Perception
- Athletics
- Performance
- Deception
- Persuasion
- History
- Religion
- Insight
- Sleight of Hand
- Intimidation
- Stealth
- Investigation
- Survival

### EQUIPMENT TRAINING & PROFICIENCIES

ARMOR TRAINING    Light    Medium    Heavy    Shields

### WEAPONS

### TOOLS

### SPECIES TRAITS

### FEATS

