

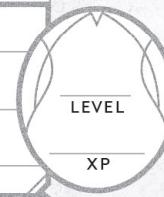
CHARACTER NAME

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 & 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

EQUIPMENT TRAINING & PROFICIENCIES	SPECIES TRAITS	FEATS
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

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