

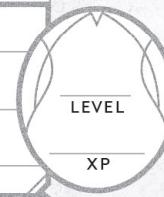
CHARACTER NAME

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 & Type

Notes

 Saving Throw Saving Throw

DEXTERITY

WISDOM

CLASS FEATURES

 Saving Throw Saving Throw

CONSTITUTION

CHARISMA

<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

SPECIES TRAITS

FEATS

EQUIPMENT TRAINING & PROFICIENCIES

ARMOR TRAINING Light Medium Heavy Shields

WEAPONS

TOOLS

