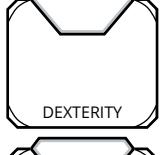
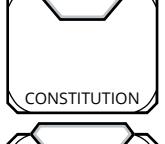
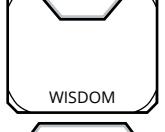




|  |        |   |          |        |          |        |          |        |          |        |          |        |
|--|--------|---|----------|--------|----------|--------|----------|--------|----------|--------|----------|--------|
| Character name   | Level  | XP  |          |        |          |        |          |        |          |        |          |        |
| Player name  | Race   | Alignment   |          |        |          |        |          |        |          |        |          |        |
| <div style="display: flex; justify-content: space-around;"> <div style="text-align: center;">  <p>STRENGTH</p> </div> <div style="text-align: center;"> <p>SAVING THROW</p> <p>ATHLETICS</p> </div> </div>   |        |   |          |        |          |        |          |        |          |        |          |        |
| <div style="display: flex; justify-content: space-around;"> <div style="text-align: center;">  <p>DEXTERITY</p> </div> <div style="text-align: center;"> <p>SAVING THROW</p> <p>ACROBATICS</p> <p>SLEIGHT OF HAND</p> <p>STEALTH</p> </div> </div>   |        |   |          |        |          |        |          |        |          |        |          |        |
| <div style="display: flex; justify-content: space-around;"> <div style="text-align: center;">  <p>CONSTITUTION</p> </div> <div style="text-align: center;"> <p>SAVING THROW</p> </div> </div>  |        |   |          |        |          |        |          |        |          |        |          |        |
| <div style="display: flex; justify-content: space-around;"> <div style="text-align: center;">  <p>INTELLIGENCE</p> </div> <div style="text-align: center;"> <p>SAVING THROW</p> <p>ARCANA</p> <p>HISTORY</p> <p>INVESTIGATION</p> <p>NATURE</p> <p>RELIGION</p> </div> </div>  |        |   |          |        |          |        |          |        |          |        |          |        |
| <div style="display: flex; justify-content: space-around;"> <div style="text-align: center;">  <p>WISDOM</p> </div> <div style="text-align: center;"> <p>SAVING THROW</p> <p>ANIMAL HANDLING</p> <p>INSIGHT</p> <p>MEDICINE</p> <p>PERCEPTION</p> <p>SURVIVAL</p> </div> </div>   |        |   |          |        |          |        |          |        |          |        |          |        |
| <div style="display: flex; justify-content: space-around;"> <div style="text-align: center;">  <p>CHARISMA</p> </div> <div style="text-align: center;"> <p>SAVING THROW</p> <p>DECEPTION</p> <p>INTIMIDATION</p> <p>PERFORMANCE</p> <p>PERSUASION</p> </div> </div>  |        |   |          |        |          |        |          |        |          |        |          |        |
| <input type="button" value="Proficiency Bonus"/>   |        | <input type="button" value="Passive Perception"/> |          |        |          |        |          |        |          |        |          |        |
| <b>Armor, Weapon &amp; Tool Proficiencies</b> <hr/> <hr/> <hr/> <hr/> <hr/> <hr/> <hr/> <hr/>  |        |   |          |        |          |        |          |        |          |        |          |        |
| <b>Known Languages</b> <hr/> <hr/> <hr/> <hr/> <hr/> <hr/> <hr/> <hr/>   |        |   |          |        |          |        |          |        |          |        |          |        |
| <b>Features &amp; Other</b> <hr/> <hr/> <hr/> <hr/> <hr/> <hr/> <hr/> <hr/>  |        |   |          |        |          |        |          |        |          |        |          |        |
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| Currency   | Amount |   |          |        |          |        |          |        |          |        |          |        |
| Currency   | Amount |   |          |        |          |        |          |        |          |        |          |        |
| Currency   | Amount |   |          |        |          |        |          |        |          |        |          |        |
| Currency   | Amount |   |          |        |          |        |          |        |          |        |          |        |
| Currency   | Amount |   |          |        |          |        |          |        |          |        |          |        |
| <table border="1"> <tr> <td>Item</td> <td>Count</td> </tr> <tr> <td>Item</td> <td>Count</td> </tr> <tr> <td>Item</td> <td>Count</td> </tr> </table>  |        |   | Item     | Count  | Item     | Count  | Item     | Count  |          |        |          |        |
| Item   | Count  |   |          |        |          |        |          |        |          |        |          |        |
| Item   | Count  |   |          |        |          |        |          |        |          |        |          |        |
| Item   | Count  |   |          |        |          |        |          |        |          |        |          |        |
| <b>FIGHTING STYLE @ Level 1 and 10</b><br>Select one Fighting Style at level 1 and another at level 10.  |        |   |          |        |          |        |          |        |          |        |          |        |
| <input type="radio"/> <b>Archery</b><br>You gain a +2 bonus to attacks you make with ranged weapons.   |        |   |          |        |          |        |          |        |          |        |          |        |
| <input type="radio"/> <b>Defense</b><br>While wearing armor, you gain a +1 bonus to AC.  |        |   |          |        |          |        |          |        |          |        |          |        |
| <input type="radio"/> <b>Dueling</b><br>When you are wielding a melee weapon in one hand and no other weapons, you gain a +2 bonus to damage rolls with that weapon.   |        |   |          |        |          |        |          |        |          |        |          |        |
| <input type="radio"/> <b>Great Weapon Fighting</b><br>When you roll a 1 or 2 on a damage die for an attack you make with a melee weapon that you are wielding with two hands, you can reroll the die. You must use the new roll.   |        |   |          |        |          |        |          |        |          |        |          |        |
| <input type="radio"/> <b>Protection</b><br>When a creature you can see attacks a target other than you that is within 5 feet of you, you can use your reaction to impose disadvantage on the attack roll. You must be wielding a shield.   |        |   |          |        |          |        |          |        |          |        |          |        |
| <input type="radio"/> <b>Two-Weapon Fighting</b><br>When you engage in two-weapon fighting, you can add your ability modifier to the damage of the second attack.  |        |   |          |        |          |        |          |        |          |        |          |        |
| <b>SECOND WIND @ Level 1</b><br>You can use your Bonus action to regain HP equal to 1d10 + your fighter level. Regain after short or long rest.  |        |   |          |        |          |        |          |        |          |        |          |        |
| <input type="button" value="Number of times used"/>  |        |   |          |        |          |        |          |        |          |        |          |        |
| <b>ACTION SURGE @ Level 2 and 17</b><br>Take one extra action and possible bonus action on your turn. You can only use this feature once per turn. Regain after short or long rest.  |        |   |          |        |          |        |          |        |          |        |          |        |
| <input type="button" value="Number of times used"/>  |        |   |          |        |          |        |          |        |          |        |          |        |
| <b>SPELLCASTING @ Level 3</b><br>Regain all expended spell slots after a <b>long rest</b> .  |        |   |          |        |          |        |          |        |          |        |          |        |
| <input type="button" value="Spell attack"/> <input type="button" value="Spell DC"/>  |        |   |          |        |          |        |          |        |          |        |          |        |
| <input type="button" value="Cantrips known"/> <input type="button" value="Prepared spells"/>   |        |   |          |        |          |        |          |        |          |        |          |        |
| <b>WEAPON BOND @ Level 3</b><br>Perform 1 hour ritual that can be done during short rest to bond with a weapon. The weapon must be within reach throughout the ritual. Once bonded, you can't be disarmed of that weapon unless incapacitated. If the weapon is on the same plane, you can summon it as a bonus action. You can have two bonded weapons at a time, but can only summon one at a time. If wishing to bond with a third weapon, you must first break the bond with another weapon. |        |   |          |        |          |        |          |        |          |        |          |        |
| <b>WAR MAGIC @ Level 7</b><br>When you use an action to cast a cantrip, you can make one weapon attack as a bonus action.  |        |   |          |        |          |        |          |        |          |        |          |        |
| <b>INDOMITABLE @ Level 9, 13 and 17</b><br>Reroll a failed saving throw. Must use new roll. Regain after long rest.  |        |   |          |        |          |        |          |        |          |        |          |        |
| <input type="button" value="Number of times used"/>  |        |   |          |        |          |        |          |        |          |        |          |        |
| <b>ELDRITCH STRIKE @ Level 10</b><br>When you hit a creature with a weapon attack, that creature has disadvantage on the next save it makes against a spell you cast before the end of your next turn.   |        |   |          |        |          |        |          |        |          |        |          |        |
| <b>ARCANE CHARGE @ Level 15</b><br>When using action surge, you can teleport up to 30 ft. to an unoccupied space you can see. You can teleport before or after additional action.  |        |   |          |        |          |        |          |        |          |        |          |        |
| <b>IMPROVED WAR MAGIC @ Level 18</b><br>When you use action to cast a spell, you can make one weapon attack as a bonus action.   |        |   |          |        |          |        |          |        |          |        |          |        |
| <b>Notes</b> <hr/> <hr/> <hr/> <hr/> <hr/> <hr/> <hr/> <hr/>   |        |   |          |        |          |        |          |        |          |        |          |        |
| <b>FIGHTER - ELDRITCH KNIGHT</b>   |        |   |          |        |          |        |          |        |          |        |          |        |