

CHARACTER NAME

CLASS & LEVEL

PLAYER NAME

RACE

ALIGNMENT

EXPERIENCE POINTS

PROFICIENCY BONUS

INSPIRATION

STRENGTH

- ◇ — SAVING THROWS
- — ATHLETICS

DEXTERITY

- ◇ — SAVING THROWS
- — ACROBATICS
- — SLEIGHT OF HAND
- — STEALTH

CONSTITUTION

- ◇ — SAVING THROWS

INTELLIGENCE

- ◇ — SAVING THROWS
- — ARCANA
- — HISTORY
- — INVESTIGATION
- — NATURE
- — RELIGION

WISDOM

- ◇ — SAVING THROWS
- — ANIMAL HANDLING
- — INSIGHT
- — MEDICINE
- — PERCEPTION
- — SURVIVAL

CHARISMA

- ◇ — SAVING THROWS
- — DECEPTION
- — INTIMIDATION
- — PERFORMANCE
- — PERSUASION

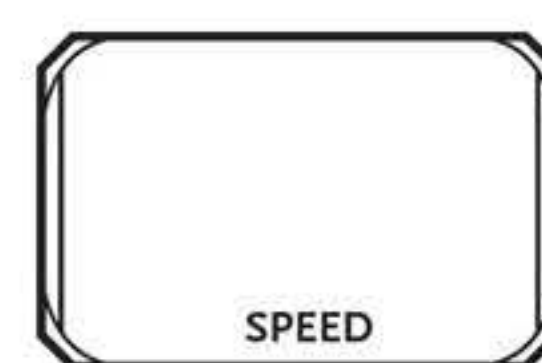
PASSIVE WISDOM (PERCEPTION)



$$\text{ARMOR CLASS} = \text{Dexterity Modifier} + \text{Armor} + \text{Shield} + \text{Misc}$$



INITIATIVE



SPEED

Hit Point Maximum

CURRENT HIT POINTS

Total

HIT DICE

SUCCESSSES

FAILURES

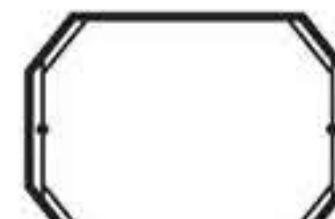
DEATH SAVES

SPELL LEVEL SLOTS TOTAL SLOTS EXPENDED

- |   |  |           |
|---|--|-----------|
| 1 |  | ○ ○ ○ ○ ○ |
| 2 |  | ○ ○ ○ ○ ○ |
| 3 |  | ○ ○ ○ ○ ○ |
| 4 |  | ○ ○ ○ ○ ○ |
| 5 |  | ○ ○ ○ ○ ○ |
| 6 |  | ○ ○       |
| 7 |  | ○ ○       |
| 8 |  | ○         |
| 9 |  | ○         |



SPELL SAVE DC



SPELL ATTACK BONUS

SPELLCASTING ABILITY

SPELLCASTING

WEAPON / SPELL

RANGE

TYPE

ATK BONUS

DAMAGE

WEAPON / SPELL

RANGE

TYPE

ATK BONUS

DAMAGE

WEAPON / SPELL

RANGE

TYPE

ATK BONUS

DAMAGE

WEAPON / SPELL

RANGE

TYPE

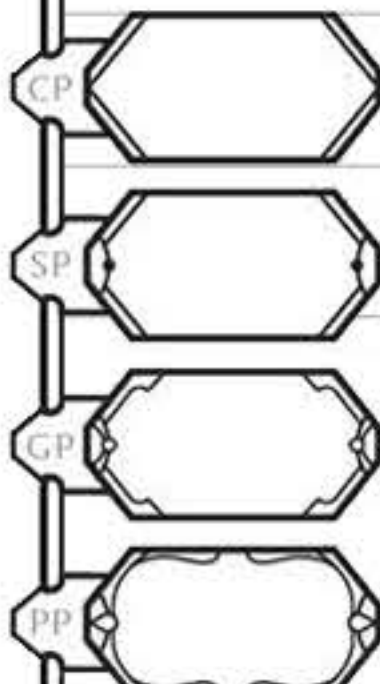
ATK BONUS

DAMAGE

ATTACKS

RESOURCES, CHARGES, & ABILITIES

OTHER PROFICIENCIES & LANGUAGES



ATTUNED ITEMS

EQUIPPED & ACCESSIBLE ITEMS

FEATURES & TRAITS