

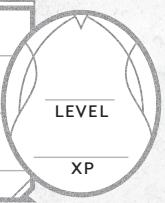
CHARACTER NAME

BACKGROUND

CLASS

SPECIES

SUBCLASS

ARMOR
CLASS

SHIELD

HIT POINTS

TEMP

CURRENT

MAX

HIT DICE

SPENT

MAX

DEATH
SAVES

SUCCESSES

FAILURES

DUNGEONS & DRAGONS®**PROFICIENCY BONUS****STRENGTH** Saving Throw Athletics

MODIFIER

SCORE

 Saving Throw Acrobatics Sleight of Hand Stealth**CONSTITUTION** Saving Throw

MODIFIER

SCORE

**HEROIC
INSPIRATION****INTELLIGENCE** Saving Throw Arcana History Investigation Nature Religion**WISDOM** Saving Throw Animal Handling Insight Medicine Perception Survival**EQUIPMENT TRAINING & PROFICIENCIES**

ARMOR TRAINING ◊ Light ◊ Medium ◊ Heavy ◊ Shields

WEAPONS

TOOLS

INITIATIVE**SPEED****SIZE****PASSIVE PERCEPTION****WEAPONS & DAMAGE CANTRIPS**

Name

Atk Bonus / DC

Damage & Type

Notes

CLASS FEATURES**SPECIES TRAITS****FEATS**



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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