

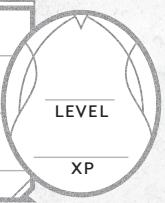
CHARACTER NAME

BACKGROUND

CLASS

SPECIES

SUBCLASS

ARMOR  
CLASS

SHIELD

HIT POINTS

TEMP

CURRENT

MAX

HIT DICE

SPENT

MAX

DEATH  
SAVES

SUCCESSES

FAILURES

**DUNGEONS & DRAGONS®****PROFICIENCY BONUS****INTELLIGENCE****INITIATIVE****SPEED****SIZE****PASSIVE PERCEPTION****STRENGTH****Saving Throw**

Arcana

History

Investigation

Nature

Religion

**WISDOM****Saving Throw**

Animal Handling

Insight

Medicine

Perception

Survival

**DEXTERITY****Saving Throw**

Acrobatics

Sleight of Hand

Stealth

**CONSTITUTION****Saving Throw**

Deception

Intimidation

Performance

Persuasion

**HEROIC  
INSPIRATION****Saving Throw****WEAPONS & DAMAGE CANTRIPS**

Name

Atk Bonus / DC

Damage &amp; Type

Notes

**CLASS FEATURES****SPECIES TRAITS****FEATS****EQUIPMENT TRAINING & PROFICIENCIES**

ARMOR TRAINING ◊ Light ◊ Medium ◊ Heavy ◊ 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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