

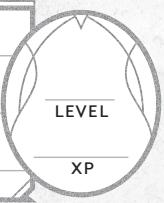
CHARACTER NAME

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****DEXTERITY****CONSTITUTION****HEROIC  
INSPIRATION****EQUIPMENT TRAINING & PROFICIENCIES**

ARMOR TRAINING ◊ Light ◊ Medium ◊ Heavy ◊ Shields

**WEAPONS****TOOLS****INTELLIGENCE****Saving Throw**

- Arcana
- History
- Investigation
- Nature
- Religion

**WISDOM****Saving Throw**

- Animal Handling
- Insight
- Medicine
- Perception
- Survival

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

## Name

## Atk Bonus / DC

## Damage &amp; 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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