

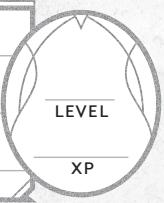
CHARACTER NAME

BACKGROUND

CLASS

SPECIES

SUBCLASS

ARMOR  
CLASS

SHIELD

HIT POINTS

CURRENT

TEMP

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**Saving Throw** Athletics**DEXTERITY****WISDOM****Saving Throw** Acrobatics Sleight of Hand Stealth**Saving Throw** Animal Handling Insight Medicine Perception Survival**CONSTITUTION****CHARISMA****Saving Throw****Saving Throw** Deception Intimidation Performance Persuasion**HEROIC  
INSPIRATION****WEAPONS & DAMAGE CANTRIPS**

Name

Atk Bonus / DC

Damage &amp; Type

Notes

**CLASS FEATURES**

**Second Wind:**  
Bonus action  
Twice per long rest  
Heal 1d10+fighter level

**EQUIPMENT TRAINING & PROFICIENCIES**ARMOR TRAINING  Light  Medium  Heavy  Shields

WEAPONS

TOOLS

**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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