

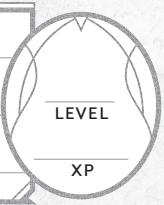
CHARACTER NAME

BACKGROUND

CLASS

SPECIES

SUBCLASS

ARMOR
CLASS

SHIELD

HIT POINTS

TEMP

CURRENT

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

Name

Atk Bonus / DC

Damage & Type

Notes

CLASS FEATURES

Unarmored Def= 10+Dex+Con mod.

Rage: Resistance to physical damage, +2 dmg and adv. on str checks, and saving throws. Ends if you dont make an attack, an enemy make a save or take a bonus action to extend

EQUIPMENT TRAINING & PROFICIENCIESARMOR 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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