

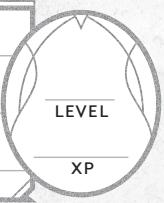
CHARACTER NAME

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 & 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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