

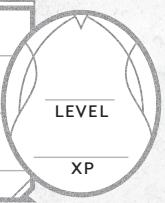
CHARACTER NAME

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

**Athletics****DEXTERITY****WISDOM****Saving Throw**

Animal Handling

Insight

Medicine

Perception

Survival

**Saving Throw**

Acrobatics

Sleight of Hand

Stealth

**CONSTITUTION****CHARISMA****Saving Throw**

Deception

Intimidation

Performance

Persuasion

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

Name

Atk Bonus / DC

Damage &amp; Type

Notes

**CLASS FEATURES****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		

## APPEARANCE

## BACKSTORY &amp; PERSONALITY

Alignment

## LANGUAGES

## EQUIPMENT

Magic Item Attunement



## COINS

CP	SP	EP	GP	PP
V	V	V	V	V