

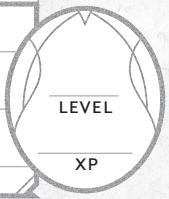
CHARACTER NAME

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 Athletics

DEXTERITY

 Saving Throw Acrobatics Sleight of Hand Stealth

CONSTITUTION

 Saving ThrowHEROIC
INSPIRATION

WISDOM

 Saving Throw Animal Handling Insight Medicine Perception Survival

WEAPONS & DAMAGE CANTRIPS

Name

Atk Bonus / DC

Damage & Type

Notes

CLASS FEATURES

EQUIPMENT TRAINING & PROFICIENCIES

ARMOR TRAINING Light Medium Heavy Shields

WEAPONS

TOOLS

SPECIES TRAITS

FEATS

