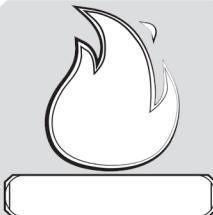
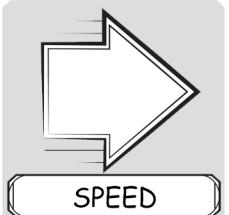
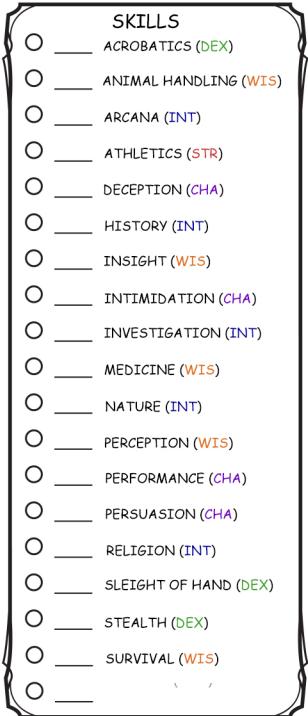
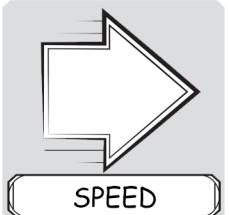
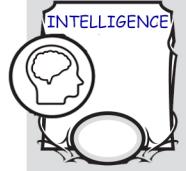




DUNGEONS & DRAGONS®

CHARACTER NAME	LEVEL & CLASS	BACKGROUND	PLAYER NAME
	RACE	ALIGNMENT	OTHER

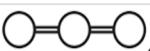


NAME	ATTACK BONUS	DAMAGE/TYPE

EQUIPMENT
CP
SP
GP
PP

FEATURES & TRAITS

ATTUNEMENT SLOTS





DUNGEONS & DRAGONS®

CHARACTER NAME	LEVEL & CLASS	BACKGROUND	PLAYER NAME
	RACE	ALIGNMENT	OTHER



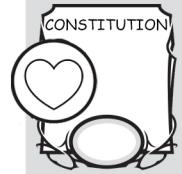
STRENGTH

INSPIRATION
PROFICIENCY BONUS



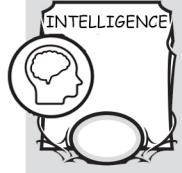
DEXTERITY

SAVING THROWS
<input type="radio"/> STRENGTH
<input type="radio"/> DEXTERITY
<input type="radio"/> CONSTITUTION
<input type="radio"/> INTELLIGENCE
<input type="radio"/> WISDOM
<input type="radio"/> CHARISMA



CONSTITUTION

SKILLS
<input type="radio"/> ACROBATICS (DEX)
<input type="radio"/> ANIMAL HANDLING (WIS)
<input type="radio"/> ARCANA (INT)
<input type="radio"/> ATHLETICS (STR)
<input type="radio"/> DECEPTION (CHA)
<input type="radio"/> HISTORY (INT)
<input type="radio"/> INSIGHT (WIS)
<input type="radio"/> INTIMIDATION (CHA)
<input type="radio"/> INVESTIGATION (INT)
<input type="radio"/> MEDICINE (WIS)
<input type="radio"/> NATURE (INT)
<input type="radio"/> PERCEPTION (WIS)
<input type="radio"/> PERFORMANCE (CHA)
<input type="radio"/> PERSUASION (CHA)
<input type="radio"/> RELIGION (INT)
<input type="radio"/> SLEIGHT OF HAND (DEX)
<input type="radio"/> STEALTH (DEX)
<input type="radio"/> SURVIVAL (WIS)
<input type="radio"/>



INTELLIGENCE



WISDOM



CHARISMA

PASSIVE WISDOM (PERCEPTION)

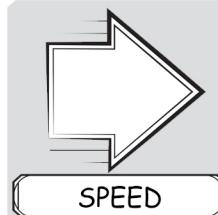
OTHER PROFICIENCIES & LANGUAGES



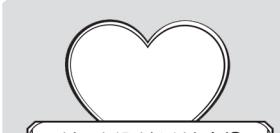
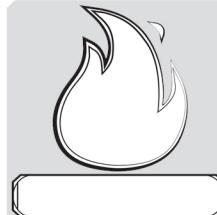
ARMOR CLASS



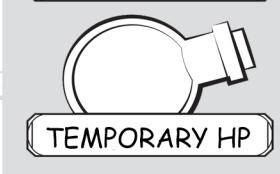
INITIATIVE



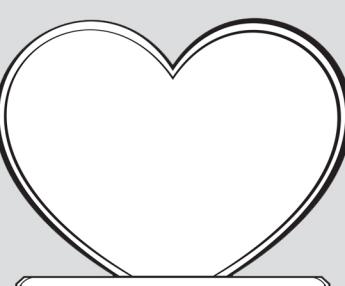
SPEED



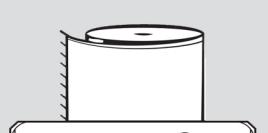
MAXIMUM HP



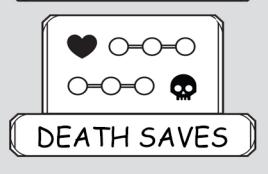
TEMPORARY HP



CURRENT HP



HIT DIE



DEATH SAVES

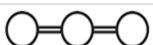
NAME	ATTACK BONUS	DAMAGE/TYPE

CP
SP
GP
PP

EQUIPMENT

FEATURES & TRAITS

ATTUNEMENT SLOTS





CHARACTER NAME

AGE

HEIGHT

WEIGHT

EYES

SKIN

HAIR

CHARACTER APPEARANCE

ALLIES & ORGANIZATIONS

NAME

SYMBOL

ADDITIONAL FEATURES & TRAITS

CHARACTER BACKSTORY

TREASURE



SPELLCASTING
CLASS

SPELLCASTING
ABILITY

SPELL SAVE DC

SPELL ATTACK
BONUS

0 CANTRIPS

3

6

SPELL
LEVEL
1 SLOTS TOTAL
SLOTS EXPENDED
1 SPELL NAME

4

7

2

5

8

9