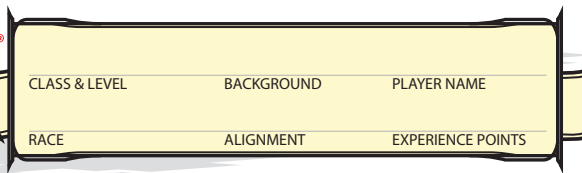
[illegible][illegible][illegible]

PROFICIENCY BONUS	
INSPIRATION	
PASSIVE WISDOM (PERCEPTION)	
STRENGTH	<input type="checkbox"/> — SAVING THROWS <input type="checkbox"/> — ATHLETICS <input type="checkbox"/> — INTIMIDATION
DEXTERITY	<input type="checkbox"/> — SAVING THROWS <input type="checkbox"/> — ACROBATICS <input type="checkbox"/> — SLEIGHT OF HAND <input type="checkbox"/> — STEALTH
CONSTITUTION	<input type="checkbox"/> — SAVING THROWS
INTELLIGENCE	<input type="checkbox"/> — SAVING THROWS <input type="checkbox"/> — ARCANA <input type="checkbox"/> — HISTORY <input type="checkbox"/> — INVESTIGATION <input type="checkbox"/> — NATURE <input type="checkbox"/> — RELIGION
WISDOM	<input type="checkbox"/> — SAVING THROWS <input type="checkbox"/> — ANIMAL HANDLING <input type="checkbox"/> — INSIGHT <input type="checkbox"/> — MEDICINE <input type="checkbox"/> — PERCEPTION <input type="checkbox"/> — SURVIVAL
CHARISMA	<input type="checkbox"/> — SAVING THROWS <input type="checkbox"/> — DECEPTION <input type="checkbox"/> — INTIMIDATION <input type="checkbox"/> — PERFORMANCE <input type="checkbox"/> — PERSUASION

[illegible]

Character Sheet Template

Character Portrait

Armor Class

Initiative

Speed

Hit Points

Total

Remaining

Hit Dice

Total

Used

Temporary Hit Points

Death Saves

[illegible]

SPELLCASTING ABILITY

SPELL SAVE DC
= 8 + PROF. BONUS
+ MODIFIER

SPELL ATK BONUS
= PROF. BONUS
+ MODIFIER

CHARACTER NAME

DEX MODIFIER

TOTAL ARMOR BONUSES

ARMOR CLASS

CHARACTER NAME

SPELLCASTING ABILITY

SPELL SAVE DC
= 8 + PROF. BONUS + MODIFIER

SPELL ATK BONUS
= PROF. BONUS + MODIFIER

ARMOR TYPE

SPECIAL PROPERTIES

AC BONUS

OTHER ARMOR

AC BONUS

MODIFIER ITEMS

MOD BONUS

ITEMS AND TREASURE

PACK EQUIPMENT

		1ST	2ND	3RD	4TH	5TH	6TH	7TH	8TH	9TH
CANTRIPS SPELLS KNOWN	TOTAL									
	USED									

SPELL SLOTS

0

1

2

3

4

5

6

7

8

9