

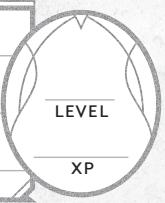
CHARACTER NAME

BACKGROUND

CLASS

SPECIES

SUBCLASS

ARMOR
CLASS

SHIELD

HIT POINTS

TEMP

CURRENT

MAX

HIT DICE

SPENT

MAX

DEATH
SAVES

SUCCESSES

FAILURES

DUNGEONS & DRAGONS®**PROFICIENCY BONUS****INTELLIGENCE****INITIATIVE****SPEED****SIZE****PASSIVE PERCEPTION****STRENGTH**

| |
|------------------------------------|
| <input type="radio"/> Saving Throw |
| <input type="radio"/> Athletics |

DEXTERITY

| |
|---------------------------------------|
| <input type="radio"/> Saving Throw |
| <input type="radio"/> Acrobatics |
| <input type="radio"/> Sleight of Hand |
| <input type="radio"/> Stealth |

CONSTITUTION

| |
|------------------------------------|
| <input type="radio"/> Saving Throw |
|------------------------------------|

**HEROIC
INSPIRATION**

| |
|--|
| |
|--|

MODIFIER**SCORE****WISDOM****MODIFIER****SCORE****MODIFIER****SCORE****MODIFIER****SCORE****MODIFIER****SCORE****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**



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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