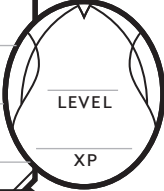





CHARACTER NAME _____		 LEVEL _____ XP _____	ARMOR CLASS	HIT POINTS	HIT DICE	DEATH SAVES
BACKGROUND _____	CLASS _____		 SHIELD _____	TEMP _____	SPENT _____	 SUCCESSSES FAILURES
SPECIES _____	SUBCLASS _____			CURRENT _____	MAX _____	

## DUNGEONS & DRAGONS

### PROFICIENCY BONUS

### INTELLIGENCE


  
MODIFIER \_\_\_\_\_ SCORE \_\_\_\_\_


### INITIATIVE

### SPEED

### SIZE

### PASSIVE PERCEPTION

### STRENGTH


  
MODIFIER \_\_\_\_\_ SCORE \_\_\_\_\_


- Saving Throw
- Athletics

- Saving Throw
- Arcana
- History
- Investigation
- Nature
- Religion

### WEAPONS & DAMAGE CANTRIPS


Name	Atk Bonus / DC	Damage & Type	Notes

### DEXTERITY


  
MODIFIER \_\_\_\_\_ SCORE \_\_\_\_\_

- Saving Throw
- Acrobatics
- Sleight of Hand
- Stealth


### WISDOM


  
MODIFIER \_\_\_\_\_ SCORE \_\_\_\_\_

- Saving Throw
- Animal Handling
- Insight
- Medicine
- Perception
- Survival


### CLASS FEATURES

### CONSTITUTION


  
MODIFIER \_\_\_\_\_ SCORE \_\_\_\_\_

- Saving Throw

### CHARISMA






  
MODIFIER \_\_\_\_\_ SCORE \_\_\_\_\_

- Saving Throw
- Deception
- Intimidation
- Performance
- Persuasion

### HEROIC INSPIRATION



### EQUIPMENT TRAINING & PROFICIENCIES

ARMOR TRAINING  Light  Medium  Heavy  Shields

WEAPONS \_\_\_\_\_

TOOLS \_\_\_\_\_

### SPECIES TRAITS

### FEATS

SPELLCASTING ABILITY

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SPELLCASTING MODIFIER

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SPELL SAVE DC

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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

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### BACKSTORY & PERSONALITY

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Alignment

### LANGUAGES

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### EQUIPMENT

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Magic Item Attunement

◆

◆

◆

CANTRIPS & PREPARED SPELLS					
Level	Name	Casting Time	Range	Concentration, Ritual & Required Material	Notes
				◆C ◆R ◆M	
				◆C ◆R ◆M	
				◆C ◆R ◆M	
				◆C ◆R ◆M	
				◆C ◆R ◆M	
				◆C ◆R ◆M	
				◆C ◆R ◆M	
				◆C ◆R ◆M	
				◆C ◆R ◆M	
				◆C ◆R ◆M	
				◆C ◆R ◆M	
				◆C ◆R ◆M	
				◆C ◆R ◆M	
				◆C ◆R ◆M	
				◆C ◆R ◆M	
				◆C ◆R ◆M	
				◆C ◆R ◆M	
				◆C ◆R ◆M	
				◆C ◆R ◆M	
				◆C ◆R ◆M	
				◆C ◆R ◆M	
				◆C ◆R ◆M	
				◆C ◆R ◆M	
				◆C ◆R ◆M	
				◆C ◆R ◆M	
				◆C ◆R ◆M	
				◆C ◆R ◆M	

### COINS

CP	SP	EP	GP	PP
◆	◆	◆	◆	◆