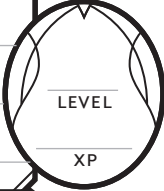





CHARACTER NAME _____		 LEVEL _____ XP _____	ARMOR CLASS	HIT POINTS	HIT DICE	DEATH SAVES
BACKGROUND _____	CLASS _____		 SHIELD _____	TEMP _____	SPENT _____	 SUCCESSSES FAILURES
SPECIES _____	SUBCLASS _____			CURRENT _____	MAX _____	

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

