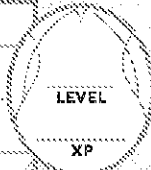


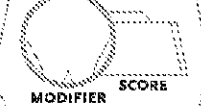
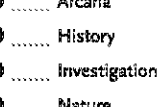
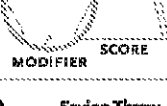
CHARACTER NAME		 LEVEL XP	ARMOR CLASS SHIELD	HIT POINTS TEMP CURRENT MAX	HIT DICE SPENT MAX	DEATH SAVES SUCCESSSES FAILURES
BACKGROUND	CLASS					
SPECIES	SUBCLASS					

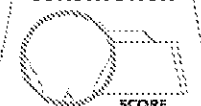
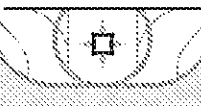
DUNGEONS & DRAGONS

PROFICIENCY BONUS 	INTELLIGENCE  SCORE MODIFIER ☐ Saving Throw ☐ Arcana ☐ History ☐ Investigation ☐ Nature ☐ Religion	INITIATIVE 	SPEED 	SIZE 	PASSIVE PERCEPTION 
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WEAPONS & DAMAGE CANTRIPS			
Name	Add Bonus / DC / Damage & Type	Notes	

CLASS FEATURES	

STRENGTH  SCORE MODIFIER ☐ Saving Throw ☐ Athletics	WISDOM  SCORE MODIFIER ☐ Saving Throw ☐ Animal Handling ☐ Insight ☐ Medicine ☐ Perception ☐ Survival
DEXTERITY  SCORE MODIFIER ☐ Saving Throw ☐ Acrobatics ☐ Sleight of Hand ☐ Stealth	CHARISMA  SCORE MODIFIER ☐ Saving Throw ☐ Deception ☐ Intimidation ☐ Performance ☐ Persuasion

CONSTITUTION  SCORE MODIFIER ☐ Saving Throw	HEROIC INSPIRATION 
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EQUIPMENT TRAINING & PROFICIENCIES	SPECIES TRAITS
ARMOR TRAINING ☐ Light ☐ Medium ☐ Heavy ☐ Shields WEAPONS TOOLS	

FEATS