

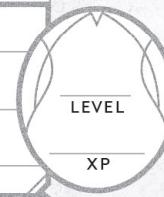
CHARACTER NAME

BACKGROUND

CLASS

SPECIES

SUBCLASS



ARMOR CLASS

SHIELD

HIT POINTS

TEMP

CURRENT

HIT DICE

SPENT

MAX

DEATH SAVES



SUCCESSES



FAILURES

DUNGEONS & DRAGONS®

PROFICIENCY BONUS

HEROIC INSPIRATION

INITIATIVE

SPEED

SIZE

PASSIVE PERCEPTION

STRENGTH

INTELLIGENCE

Name

WEAPONS & DAMAGE CANTRIPS

Atk Bonus / DC

Damage & Type

Notes

 Saving Throw Saving Throw

DEXTERITY

WISDOM

CLASS FEATURES

 Saving Throw Saving Throw

CONSTITUTION

CHARISMA

<input type="radio"/> Acrobatics	<input type="radio"/> Medicine
<input type="radio"/> Animal Handling	<input type="radio"/> Nature
<input type="radio"/> Arcana	<input type="radio"/> Perception
<input type="radio"/> Athletics	<input type="radio"/> Performance
<input type="radio"/> Deception	<input type="radio"/> Persuasion
<input type="radio"/> History	<input type="radio"/> Religion
<input type="radio"/> Insight	<input type="radio"/> Sleight of Hand
<input type="radio"/> Intimidation	<input type="radio"/> Stealth
<input type="radio"/> Investigation	<input type="radio"/> Survival

SPECIES TRAITS

FEATS

EQUIPMENT TRAINING & PROFICIENCIES

ARMOR TRAINING Light Medium Heavy Shields

WEAPONS

TOOLS

SPELLCASTING ABILITY	
SPELLCASTING MODIFIER	
SPELL SAVE DC	
SPELL ATTACK BONUS	



SPELL SLOTS	
Total	Expended
LEVEL 1	◇◇◇
LEVEL 2	◇◇◇
LEVEL 3	◇◇◇
LEVEL 4	◇◇◇
LEVEL 5	◇◇◇
LEVEL 6	◇◇
LEVEL 7	◇◇
LEVEL 8	◇
LEVEL 9	◇

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

This section contains a large blank area for drawing or describing the character's physical appearance.

BACKSTORY & PERSONALITY

This section contains a large blank area for writing the character's background and personality traits.

LANGUAGES

This section contains a large blank area for listing the character's known languages.

EQUIPMENT

This section contains a large blank area for listing the character's equipment and magic items.

COINS

A section for tracking coin type and amount. It includes columns for CP, SP, EP, GP, and PP, each with a box for notes and a small downward arrow indicating where coins are spent.