

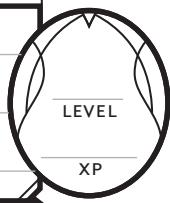
CHARACTER NAME

BACKGROUND

CLASS

SPECIES

SUBCLASS



ARMOR CLASS

SHIELD

HIT POINTS

CURRENT

TEMP

MAX

HIT DICE

SPENT

MAX

DEATH SAVES

SUCCESSES

FAILURES

DUNGEONS & DRAGONS®

PROFICIENCY BONUS

INTELLIGENCE

INITIATIVE

SPEED

SIZE

PASSIVE PERCEPTION

STRENGTH

Saving Throw

Arcana

History

Investigation

Nature

Religion

Saving Throw

Athletics

DEXTERITY

Saving Throw

Acrobatics

Sleight of Hand

Stealth

Saving Throw

Constitution

Saving Throw

Animal Handling

Insight

Medicine

Perception

Survival

Saving Throw

HEROIC INSPIRATION

Saving Throw

Deception

Intimidation

Performance

Persuasion

WEAPONS & DAMAGE CANTRIPS

Name

Atk Bonus / DC

Damage & Type

Notes

CLASS FEATURES

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	_____		

APPEARANCE

BACKSTORY & PERSONALITY	
Alignment	

LANGUAGES

EQUIPMENT

The diagram consists of five rectangular boxes arranged horizontally. Above each box is a small triangle pointing upwards, and below each box is a small triangle pointing downwards. The boxes are labeled as follows:

- CP
- SP
- EP
- GP
- PP

The entire diagram is enclosed in a black rectangular border.

SPELLCASTING ABILITY

SPELLCASTING MODIFIER

SPELL SAVE DC

SPELL ATTACK BONUS



SPELL SLOTS

Total	Expended
LEVEL 1	
LEVEL 2	
LEVEL 3	

Total	Expended
LEVEL 4	
LEVEL 5	
LEVEL 6	

Total	Expended
LEVEL 7	
LEVEL 8	
LEVEL 9	

CANTRIPS & PREPARED SPELLS

Level

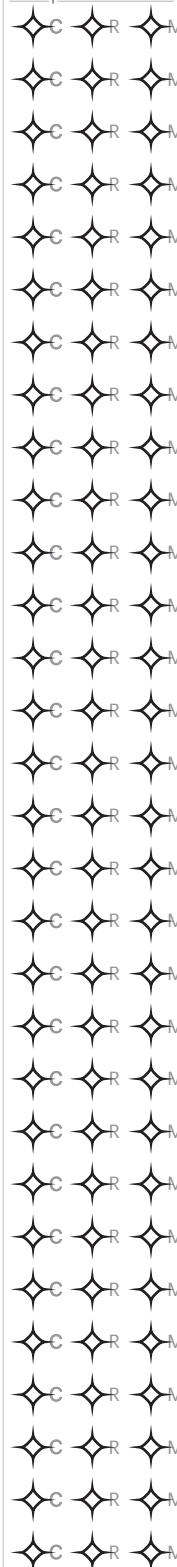
Name

Casting Time

Range

Concentration, Ritual & Required Material

Notes



Additional Spell Notes

Additional Spell Notes

Additional Spell Notes

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SPELLCASTING ABILITY
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SPELL SLOTS					
	Total	Expended		Total	Expended
LEVEL 1	_____		LEVEL 4	_____	
LEVEL 2	_____		LEVEL 5	_____	
LEVEL 3	_____		LEVEL 6	_____	
LEVEL 7	_____		LEVEL 8	_____	
LEVEL 9	_____				

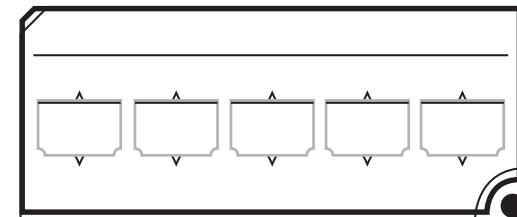
CANTRIPS & PREPARED SPELLS

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

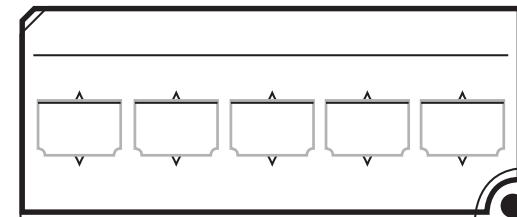
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SPELL SLOTS

Total	Expended
LEVEL 1	
LEVEL 2	
LEVEL 3	

Total	Expended
LEVEL 4	
LEVEL 5	
LEVEL 6	

Total	Expended
LEVEL 7	
LEVEL 8	
LEVEL 9	

CANTRIPS & PREPARED SPELLS

Level

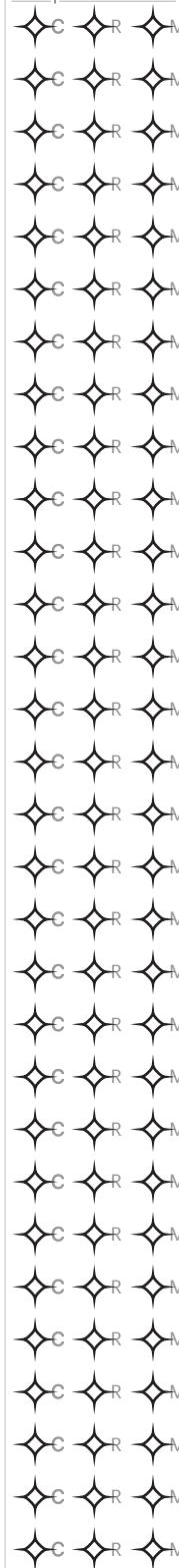
Name

Casting Time

Range

Concentration, Ritual & Required Material

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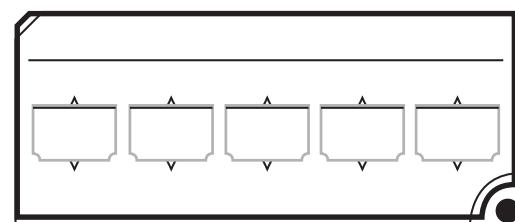
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SPELL SLOTS					
	Total	Expended		Total	Expended
LEVEL 1	_____		LEVEL 4	_____	
LEVEL 2	_____		LEVEL 5	_____	
LEVEL 3	_____		LEVEL 6	_____	
LEVEL 7	_____		LEVEL 8	_____	
LEVEL 9	_____				

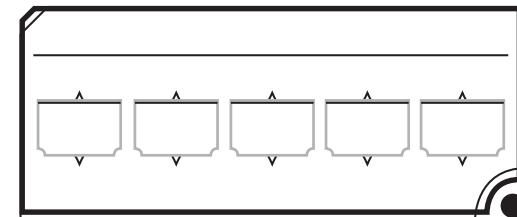
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SPELL SLOTS			
	Total	Expended	
LEVEL 1	_____		LEVEL 4 LEVEL 5 LEVEL 6
LEVEL 2	_____		
LEVEL 3	_____		
LEVEL 7	_____		LEVEL 8 LEVEL 9

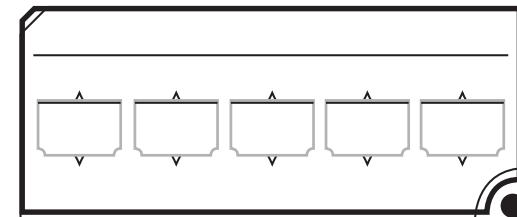
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LEVEL 1	_____		LEVEL 4	_____	
LEVEL 2	_____		LEVEL 5	_____	
LEVEL 3	_____		LEVEL 6	_____	
LEVEL 7	_____		LEVEL 8	_____	
LEVEL 9	_____				

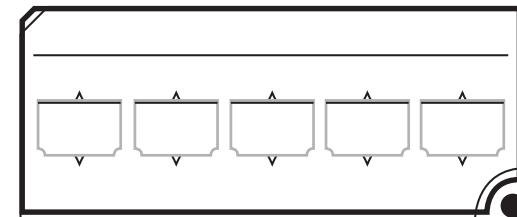
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LEVEL 7	_____		LEVEL 8	_____	
LEVEL 9	_____				

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