

CHARACTER NAME

BACKGROUND

CLASS

SPECIES

SUBCLASS

AGE

HEIGHT

WEIGHT

EYES

HAIR

SKIN

LEVEL

XP

**PROFICIENCY BONUS****STRENGTH**

MODIFIER SCORE

**DEXTERITY**

MODIFIER SCORE

**CONSTITUTION**

MODIFIER SCORE

**INTELLIGENCE**

MODIFIER SCORE

**WISDOM**

MODIFIER SCORE

**CHARISMA**

MODIFIER SCORE

**HEROIC INSPIRATION****INITIATIVE****DEATH SAVES**

SUCCESSES

**ARMOR CLASS****SHIELD****SPEED****DEATH SAVES**

FAILURES

**CLASS FEATURES****HIT POINTS**

TEMP

CURRENT

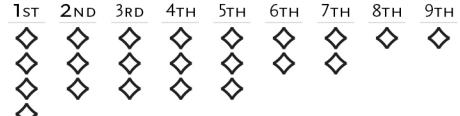
**HIT DICE**

SPENT

**WEAPON & SPELL ATTACKS**

Name Atk Bonus/DC Damage &amp; Type

Notes

**SPELLCASTING****CHANNEL DIVINITY****SPELL ATTACK BONUS****USES****SPELL SAVE DC****SPENT****SPELL SLOTS****EQUIPMENT TRAINING & PROFICIENCIES**

ARMOR TRAINING ◆ Light ◆ Medium ◆ Heavy ◆ Shields

WEAPONS

TOOLS

**DOMAIN SPELLS**Cleric  
Level Spells3<sup>RD</sup> \_\_\_\_\_5<sup>TH</sup> \_\_\_\_\_7<sup>TH</sup> \_\_\_\_\_9<sup>TH</sup> \_\_\_\_\_

**APPEARANCE**

Description

**BACKSTORY & PERSONALITY****LANGUAGES**

Alignment

**EQUIPMENT**

Magic Item Attunement

**NOTES****COINS**

CP	SP	EP	GP	PP
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**APPEARANCE**

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**LANGUAGES**

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**COINS**

CP	SP	EP	GP	PP
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COMPANION NAME

SIZE

TYPE

**NOTES****HIT POINTS****HIT DICE**

TEMP

CURRENT

MAX

AC

INITIATIVE

SPENT

MAX

MAX

MAX

MAX

MAX

MAX

MAX

SCORE MOD SAVE

SCORE MOD SAVE

SENSES

**STR****INT****DEX****WIS****CON****CHA****TRAITS****ATTACKS**

Name

Atk Bonus/DC Damage &amp; Type

Notes

## APPEARANCE

## Description

## BACKSTORY & PERSONALITY

## Alignment

## EQUIPMENT

## Magic Item Attunement



## LANGUAGES

COINS

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

## CANTRIPS & PREPARED SPELLS

## KNOWN SPELLS