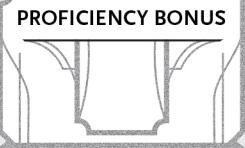
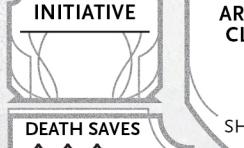
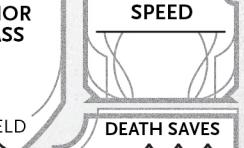
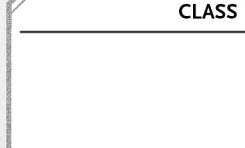
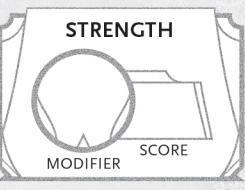
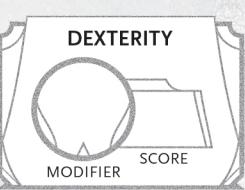
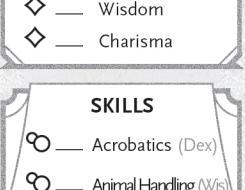
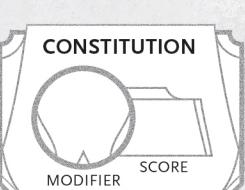
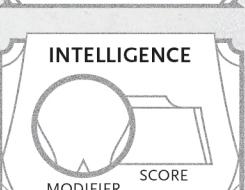
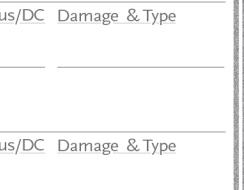
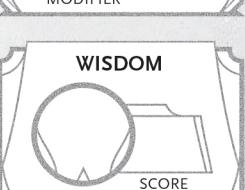
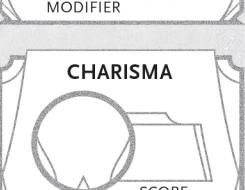


CHARACTER NAME				AGE	HEIGHT	WEIGHT																																																
BACKGROUND	CLASS	EYES	HAIR	SKIN																																																		
SPECIES	SUBCLASS	LEVEL XP			DISTINGUISING FEATURES																																																	
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TOOLS																																																						



CHARACTER NAME

AGE

HEIGHT

WEIGHT

BACKGROUND

CLASS

EYES

HAIR

SPECIES

SUBCLASS

LEVEL

XP

DISTINGUISHING FEATURES

## PROFICIENCY BONUS

## STRENGTH

## DEXTERITY

## CONSTITUTION

## INTELLIGENCE

## WISDOM

## CHARISMA

## HEROIC INSPIRATION

## SAVING THROWS

## SKILLS

## EQUIPMENT TRAINING &amp; PROFICIENCIES

ARMOR TRAINING ◇ Light ◇ Medium ◇ Heavy ◇ Shields

WEAPONS

TOOLS

## INITIATIVE

## DEATH SAVES

◇◆◆  
SUCCESSES

## ARMOR CLASS

## SHIELD

## SPEED

## DEATH SAVES

◇◆◆  
FAILURES

## HIT POINTS

TEMP

CURRENT

## HIT DICE

SPENT

MAX

## CLASS FEATURES

## WEAPON &amp; SPELL ATTACKS

Name Atk Bonus/DC Damage &amp; Type

Notes

## WEAPON MASTERS

## SNEAK ATTACK

## SPELL SLOTS

1ST 2ND 3RD 4TH  
◇ ◇ ◇ ◇

EXPENDED

## SPELLCASTING

SPELL ATTACK BONUS

SPELL SAVE DC

## ADDITIONAL NOTES



CHARACTER NAME

AGE

HEIGHT

WEIGHT

BACKGROUND

CLASS

EYES

SKIN

SPECIES

SUBCLASS

LEVEL

XP

DISTINGUISHING FEATURES

## PROFICIENCY BONUS

## HEROIC INSPIRATION

## INITIATIVE

## ARMOR CLASS

## SPEED

## CLASS FEATURES

## STRENGTH

## SAVING THROWS

## DEXTERITY

## DEATH SAVES

## SHIELD

## DEATH SAVES

- Strength
- Dexterity
- Constitution
- Intelligence
- Wisdom
- Charisma

## HIT POINTS

## HIT DICE

TEMP

SPENT

CURRENT

MAX

## WEAPON &amp; SPELL ATTACKS

Name Atk Bonus/DC Damage &amp; Type

Notes

## CONSTITUTION

## INTELLIGENCE

## WISDOM

## CHARISMA

## SKILLS

CHARACTER NAME	AGE	HEIGHT	WEIGHT
BACKGROUND	EYES	HAIR	SKIN
SPECIES	DISTINGUISHING FEATURES		

PROFICIENCY BONUS
-------------------

- Strength
- Dexterity
- Constitution
- Intelligence
- Wisdom
- Charisma

- Acrobatics (Dex)
- Animal Handling (Wis)
- Arcana (Int)
- Athletics (Str)
- Deception (Cha)
- History (Int)
- Insight (Wis)
- Intimidation (Cha)
- Investigation (Int)
- Medicine (Wis)
- Nature (Int)
- Perception (Wis)
- Performance (Cha)
- Persuasion (Cha)
- Religion (Int)
- Sleight of Hand (Dex)
- Stealth (Dex)
- Survival (Wis)

## WEAPON MASTERS

## PSIONIC ENERGY

## DIE

## USES

## SPENT

## PASSIVE PERCEPTION

## SNEAK ATTACK

## ADDITIONAL NOTES

## EQUIPMENT TRAINING &amp; PROFICIENCIES

ARMOR TRAINING  Light  Medium  Heavy  Shields

WEAPONS

TOOLS

**APPEARANCE**

Description

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

Alignment

**EQUIPMENT**

Magic Item Attunement

**NOTES****COINS**

CP	SP	EP	GP	PP
<input type="text"/>				

**APPEARANCE**

Description

**BACKSTORY & PERSONALITY****EQUIPMENT**

Magic Item Attunement

**LANGUAGES**

Alignment

**COINS**

CP	SP	EP	GP	PP
<input type="text"/> A	<input type="text"/> V	<input type="text"/> A	<input type="text"/> V	<input type="text"/> A

COMPANION NAME

SIZE

TYPE

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

TEMP

CURRENT

MAX

AC

INITIATIVE

SPENT

MAX

SPEED

**STR**

SCORE MOD SAVE

**INT**

SCORE MOD SAVE

**SENSES****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