

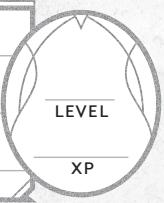
CHARACTER NAME

BACKGROUND

CLASS

SPECIES

SUBCLASS

ARMOR
CLASS

SHIELD

HIT POINTS

TEMP

CURRENT

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**Athletics****DEXTERITY****WISDOM****Saving Throw** Animal Handling Insight Medicine Perception Survival**Saving Throw** Acrobatics Sleight of Hand Stealth**CONSTITUTION****CHARISMA****Saving Throw** Deception Intimidation Performance Persuasion**Saving Throw****HEROIC
INSPIRATION****WEAPONS & DAMAGE CANTRIPS**

Name

Atk Bonus / DC

Damage & Type

Notes

CLASS FEATURES

The Imp has 13 AC and 21 HP.

Can turn invisible and change shape into a rat, a raven, or a spider.

EQUIPMENT TRAINING & PROFICIENCIES

ARMOR TRAINING ◊ Light ◊ Medium ◊ Heavy ◊ Shields

WEAPONS

TOOLS

SPECIES TRAITS**FEATS**

Charisma

SPELLCASTING ABILITY

SPELLCASTING MODIFIER

SPELL SAVE DC

SPELL ATTACK BONUS



SPELL SLOTS

Total	Expended	Total	Expended	Total	Expended
EL 1		LEVEL 4		LEVEL 7	
EL 2		LEVEL 5		LEVEL 8	
EL 3		LEVEL 6		LEVEL 9	

CANTRIPS & PREPARED SPELLS

APPEARANCE

APPEARANCE

BACKSTORY & PERSONALITY

BACKSTORY & PERSONALITY

LANGUAGES

LANGUAGES

EQUIPMENT

EQUIPMENT

EQUIPMENT

EQUIPMENT

COINS

The diagram consists of five rectangular boxes arranged horizontally. Above each box is a small triangle pointing upwards, and above each triangle is a single-letter label: CP, SP, EP, GP, and PP from left to right.