

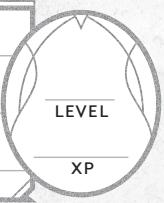
CHARACTER NAME

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****EQUIPMENT TRAINING & PROFICIENCIES**

ARMOR TRAINING ◊ Light ◊ Medium ◊ Heavy ◊ Shields

WEAPONS

TOOLS

**WEAPONS & DAMAGE CANTRIPS**

Name

Atk Bonus / DC

Damage &amp; 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.

**SPECIES TRAITS****FEATS**

## Charisma

## SPELLCASTING ABILITY



## SPELLCASTING MODIFIER

SPELL SAVE DC

## SPELL ATTACK BONUS

## SPELL SLOTS

## CANTRIPS & PREPARED SPELLS

## APPEARANCE

## BACKSTORY & PERSONALITY

## Alignment

## LANGUAGES

## EQUIPMENT

## Magic Item Attunement



## 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