

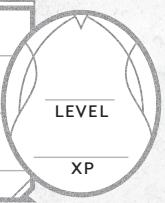
CHARACTER NAME

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**Saving Throw** Athletics**DEXTERITY****WISDOM****Saving Throw** Acrobatics Sleight of Hand Stealth**Saving Throw** Animal Handling Insight Medicine Perception Survival**CONSTITUTION****CHARISMA****Saving Throw****HEROIC  
INSPIRATION****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	Total	Expended	Total	Expended
LEVEL 1		LEVEL 4		LEVEL 7	
LEVEL 2		LEVEL 5		LEVEL 8	
LEVEL 3		LEVEL 6		LEVEL 9	

## PERSONALITY

## CHARACTER PORTRAIT / SYMBOL

## CANTRIPS & PREPARED SPELLS

## LANGUAGES

## EQUIPMENT



## 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