

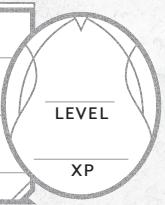
CHARACTER NAME

BACKGROUND

CLASS

SPECIES

SUBCLASS

ARMOR
CLASS

SHIELD

HIT POINTS

CURRENT

TEMP

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**EQUIPMENT TRAINING & PROFICIENCIES**

ARMOR TRAINING ◊ Light ◊ Medium ◊ Heavy ◊ Shields

WEAPONS

TOOLS

SPECIES TRAITS**FEATS**



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	

CANTRIPS & PREPARED SPELLS

APPEARANCE

BACKSTORY & PERSONALITY

Alignment

LANGUAGES

EQUIPMENT

Magic Item Attunement



COINS

The diagram consists of five rectangular boxes arranged horizontally. Each box contains a small black triangle pointing upwards from its center. Above the first box is the label 'CP', above the second 'SP', above the third 'EP', above the fourth 'GP', and above the fifth 'PP'.