

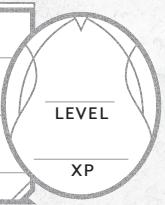
CHARACTER NAME

BACKGROUND

CLASS

SPECIES

SUBCLASS

ARMOR
CLASS

SHIELD

HIT POINTS

TEMP

CURRENT

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	

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