



CHARACTER NAME

BACKGROUND

CLASS

AGE

HEIGHT

WEIGHT

SPECIES

SUBCLASS

EYES

HAIR

SKIN

LEVEL

XP

DISTINGUISHING FEATURES

PROFICIENCY BONUS**HEROIC INSPIRATION****INITIATIVE****ARMOR CLASS****SPEED****CLASS FEATURES****STRENGTH****SAVING THROWS****DEATH SAVES****DEATH SAVES****DEXTERITY****HIT POINTS****HIT DICE****CONSTITUTION****SKILLS****WEAPON & SPELL ATTACKS**

Name Atk Bonus/DC Damage & Type

INTELLIGENCE

Name Atk Bonus/DC Damage & Type

Notes

WISDOM

Name Atk Bonus/DC Damage & Type

Notes

CHARISMA

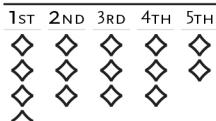
Name Atk Bonus/DC Damage & Type

Notes

EQUIPMENT TRAINING & PROFICIENCIES

Name Atk Bonus/DC Damage & Type

Notes

SPELLCASTING**FAVORED ENEMY****SPELL ATTACK BONUS****USES****SPELL SAVE DC****SPENT****SPELL SLOTS****WEAPON MASTERRIES****ADDITIONAL NOTES**

ARMOR TRAINING ◆ Light ◆ Medium ◆ Heavy ◆ Shields

WEAPONS

TOOLS

APPEARANCE

Description

BACKSTORY & PERSONALITY**LANGUAGES**

Alignment

EQUIPMENT

Magic Item Attunement

**NOTES****COINS**

CP	SP	EP	GP	PP
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APPEARANCE

Description

BACKSTORY & PERSONALITY**EQUIPMENT**

Magic Item Attunement

**LANGUAGES**

Alignment

COINS

CP	SP	EP	GP	PP
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COMPANION NAME

SIZE

TYPE

NOTES**HIT POINTS****HIT DICE**

TEMP

CURRENT

MAX

AC

INITIATIVE

SPENT

MAX

SPEED

STR

SCORE MOD SAVE

INT

SCORE MOD SAVE

SENSES**DEX****WIS****CON****CHA****TRAITS****ATTACKS**

Name

Atk Bonus/DC

Damage & Type

Notes

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EQUIPMENT

Magic Item Attunement



LANGUAGES

COINS

The diagram consists of five rectangular boxes arranged horizontally. Above each box is a short vertical line ending in an upward-pointing arrow. The labels for the boxes are: CP, SP, EP, GP, and PP. The boxes are positioned such that they are roughly aligned vertically.

CANTRIPS & PREPARED SPELLS

KNOWN SPELLS