



CHARACTER NAME

BACKGROUND

CLASS

AGE

HEIGHT

WEIGHT

SPECIES

SUBCLASS

EYES

HAIR

SKIN

PROFICIENCY BONUS

STRENGTH

DEXTERITY

CONSTITUTION

INTELLIGENCE

WISDOM

CHARISMA

HEROIC INSPIRATION

SAVING THROWS

SKILLS

EQUIPMENT TRAINING & PROFICIENCIES

ARMOR TRAINING ◊ Light ◊ Medium ◊ Heavy ◊ Shields

WEAPONS

TOOLS

INITIATIVE

DEATH SAVES

SUCCESSES

ARMOR CLASS

SHIELD

SPEED

DEATH SAVES

FAILURES

HIT POINTS

CURRENT

TEMP

HIT DICE

MAX

SPENT

CLASS FEATURES

WEAPON & SPELL ATTACKS

Name Atk Bonus/DC Damage & Type

Notes

ADDITIONAL NOTES

SPELLCASTING

SPELLCASTING MODIFIER

SPELL SAVE DC

SPELL ATTACK BONUS

CANTRIPS KNOWN

PREPARED SPELLS

SPELL SLOTS

1 ST	2 ND	3 RD	4 TH	5 TH	6 TH	7 TH	8 TH	9 TH
◊	◊	◊	◊	◊	◊	◊	◊	◊

EXPENDED

APPEARANCE

Description

BACKSTORY & PERSONALITY**LANGUAGES**

Alignment

EQUIPMENT

Magic Item Attunement

**NOTES****COINS**

CP	SP	EP	GP	PP
<input type="text"/>				

APPEARANCE

Description

BACKSTORY & PERSONALITY**EQUIPMENT**

Magic Item Attunement

**LANGUAGES**

Alignment

COINS

CP	SP	EP	GP	PP
<input type="text"/> A	<input type="text"/> V	<input type="text"/> A	<input type="text"/> V	<input type="text"/> A

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

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LANGUAGES

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

CANTRIPS & PREPARED SPELLS

KNOWN SPELLS