

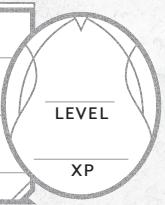
CHARACTER NAME

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**

<input type="radio"/> Saving Throw
<input type="radio"/> Athletics

DEXTERITY

<input type="radio"/> Saving Throw
<input type="radio"/> Acrobatics
<input type="radio"/> Sleight of Hand
<input type="radio"/> Stealth

CONSTITUTION

<input type="radio"/> Saving Throw

**HEROIC
INSPIRATION**

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MODIFIER**SCORE****WISDOM****MODIFIER****SCORE****MODIFIER****SCORE****MODIFIER****SCORE****MODIFIER****SCORE****MODIFIER****SCORE****MODIFIER****SCORE****MODIFIER****SCORE****MODIFIER****SCORE****MODIFIER****SCORE****MODIFIER****SCORE****WEAPONS & DAMAGE CANTRIPS**

Name

Atk Bonus / DC

Damage & Type

Notes

CLASS FEATURES**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	

CANTRIPS & PREPARED SPELLS

APPEARANCE

BACKSTORY & PERSONALITY

Alignment

LANGUAGES

EQUIPMENT

Magic Item Attunement



COINS

The diagram consists of five identical rectangular boxes arranged horizontally. Each box has a thin black border. Above each box is a small black triangle pointing upwards, and below each box is a small black triangle pointing downwards.