



CLASS & LEVEL	PLAYER NAME
RACE	BACKGROUND
EXPERIENCE POINTS	

STRENGTH

- Strength
- Dexterity
- Constitution
- Intelligence
- Wisdom
- Charisma

Saving Throw Modifiers

DEXTERITY

INITIATIVE	ARMOR CLASS
DEFENSES	

Max HP	Current HP	Temp HP
HIT POINTS		
Total	SUCCESES	FAILURES
HIT DICE	DEATH SAVES	

CONSTITUTION

INSPIRATION
PROFICIENCY BONUS
ABILITY SAVE DC
SPEED

INTELLIGENCE

- Acrobatics
- Animal Handling
- Arcana
- Athletics
- Deception
- History
- Insight
- Intimidation
- Investigation
- Medicine
- Nature
- Perception
- Performance
- Persuasion
- Religion
- Sleight of Hand
- Stealth
- Survival
- _____
- _____
- _____

WISDOM

PROFICIENCIES & LANGUAGES

CHARISMA

ACTIONS

PASSIVE WISDOM (PERCEPTION)

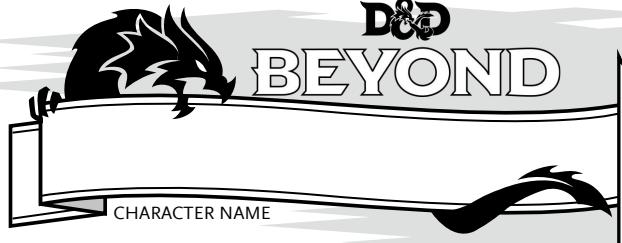
PASSIVE WISDOM (INSIGHT)

PASSIVE INTELLIGENCE (INVESTIGATION)

SENSES

NAME	HIT	DAMAGE/TYPE	NOTES

WEAPON ATTACKS & CANTRIPS



CLASS & LEVEL

PLAYER NAME

RACE

BACKGROUND

EXPERIENCE POINTS

CHARACTER NAME

FEATURES & TRAITS

	NAME	QTY	WEIGHT	NAME	QTY	WEIGHT
CR						
SP						
EP						
GP						
PP						
WEIGHT CARRIED						
ENCUMBERED						
PUSH/DRAG/LIFT						
EQUIPMENT						
ATTUNED MAGIC ITEMS						



D&D
BEYOND

CHARACTER NAME

GENDER	AGE	SIZE	HEIGHT	WEIGHT
ALIGNMENT	FAITH	SKIN	EYES	HAIR

CHARACTER APPEARANCE

ALLIES & ORGANIZATIONS

PERSONALITY TRAITS

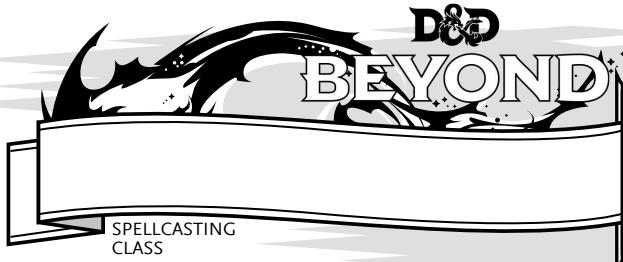
IDEALS

BONDS

FLAWS

CHARACTER BACKSTORY

ADDITIONAL NOTES



SPELLCASTING
CLASS

SPELLCASTING
ABILITY

SPELL SAVE DC

SPELL ATTACK
BONUS

PREP SPELL NAME

SOURCE

SAVE/ATK TIME RANGE

COMP DURATION

PAGE REF NOTES

SPELLS