



CLASS & LEVEL	PLAYER NAME
RACE	BACKGROUND
EXPERIENCE POINTS	

STRENGTH

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

Saving Throw Modifiers

DEXTERITY

SAVING THROWS

CONSTITUTION

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

INTELLIGENCE

- Passive Wisdom (Perception)
- Passive Wisdom (Insight)
- Passive Intelligence (Investigation)

WISDOM

CHARISMA

INITIATIVE	ARMOR
CLASS	

DEFENSES

Max HP	Current HP	Temp HP
HIT POINTS		

Total _____	SUCCESES
HIT DICE	FAILURES
DEATH SAVES	

INSPIRATION
PROFICIENCY BONUS
ABILITY SAVE DC
SPEED

PROFICIENCIES & LANGUAGES

ACTIONS

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

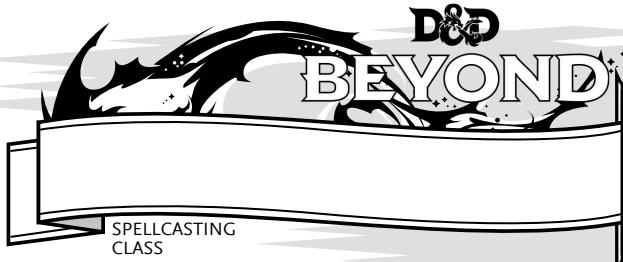
IDEALS

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