



CLASS & LEVEL	PLAYER NAME
RACE	BACKGROUND
EXPERIENCE POINTS	

STRENGTH
----------

<input type="radio"/> Strength <input type="radio"/> Dexterity <input type="radio"/> Constitution <input type="radio"/> Intelligence <input type="radio"/> Wisdom <input type="radio"/> Charisma
Saving Throw Modifiers
SAVING THROWS

DEXTERITY
-----------

INITIATIVE	ARMOR CLASS
DEFENSES	

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

CONSTITUTION
--------------

INSPIRATION
PROFICIENCY BONUS
ABILITY SAVE DC
SPEED

INTELLIGENCE
--------------

PROFICIENCIES & LANGUAGES
---------------------------

WISDOM
--------

ACTIONS
---------

CHARISMA
----------

PASSIVE WISDOM (PERCEPTION)
PASSIVE WISDOM (INSIGHT)
PASSIVE INTELLIGENCE (INVESTIGATION)
SENSES

NAME	HIT	DAMAGE/TYPE	NOTES



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## FEATURES &amp; TRAITS

NAME

QTY

WEIGHT

NAME

QTY

WEIGHT

CR	
SP	
EP	
GP	
PP	

WEIGHT CARRIED

ENCUMBERED

PUSH/DRAG/LIFT

ATTUNED MAGIC ITEMS

QTY

WEIGHT

## EQUIPMENT



D&D  
BEYOND

CHARACTER NAME

GENDER	AGE	SIZE	HEIGHT	WEIGHT
ALIGNMENT	FAITH	SKIN	EYES	HAIR

CHARACTER APPEARANCE

ALLIES & ORGANIZATIONS

PERSONALITY TRAITS

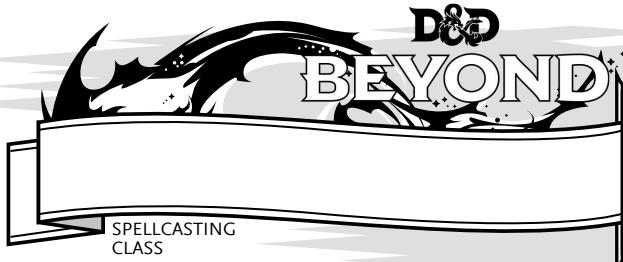
IDEALS

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