

DUNGEONS
& DRAGONS

CHARACTER NAME

CLASS & LEVEL

BACKGROUND

PLAYER NAME

RACE

ALIGNMENT

EXPERIENCE POINTS

PROFICIENCY

PASSIVE
PERCEPTION

INSPIRATION

CARRYING
CAPACITY

STRENGTH

- SAVING THROWS
- ATHLETICS

DEXTERITY

- SAVING THROWS
- ACROBATICS
- SLEIGHT OF HAND
- STEALTH

CONSTITUTION

- SAVING THROWS

INTELLIGENCE

- SAVING THROWS
- ARCANA
- HISTORY
- INVESTIGATION
- NATURE
- RELIGION

WISDOM

- SAVING THROWS
- ANIMAL HANDLING
- INSIGHT
- MEDICINE
- PERCEPTION
- SURVIVAL

CHARISMA

- SAVING THROWS
- DECEPTION
- INTIMIDATION
- PERFORMANCE
- PERSUASION

ARMOR CLASS

INITIATIVE

WALK
CLIMB
SWIM
FLY

CURRENT HIT POINTS

HIT DICE

TEMP HIT POINTS

CONDITIONS

SUCCESSES

FAILURES

DEATH SAVES

WEAPON

ATK BONUS

DAMAGE / TYPE

OS

OP

OB

OS

OP

OB

OS

OP

OB

CANTRIP

DAMAGE/ TYPE / EFFECT / DC/

OS

SV

M

SPELL SLOTS

TOTAL

USED

1ST

2ND

3RD

4TH

5TH

6TH

7TH

8TH

9TH

ATTACKS & SPELLCASTING

TOTAL REMAINING

DC ATK

BACKPACK

I R V

I R V

- | | |
|--------------------------------------|------------------------------------|
| <input type="checkbox"/> BLUDGEONING | <input type="checkbox"/> PSYCHIC |
| <input type="checkbox"/> PIERCING | <input type="checkbox"/> NECROTIC |
| <input type="checkbox"/> SLASHING | <input type="checkbox"/> RADIANT |
| <input type="checkbox"/> COLD | <input type="checkbox"/> LIGHTNING |
| <input type="checkbox"/> FIRE | <input type="checkbox"/> THUNDER |
| <input type="checkbox"/> POISON | <input type="checkbox"/> FORCE |
| <input type="checkbox"/> ACID | |
- IMMUNITIES, RESISTANCES, & VULNERABILITIES

BUFFS & DEBUFFS

FEATURES & TRAITS

PP

SP

EP

SP

CP

LANGUAGES & OTHER PROFICIENCIES

SPELL

DC

ATK

TOTAL

REMAINING

ATTACKS

&

SPELLCASTING

TOTAL WEIGHT

ENCUMBERED

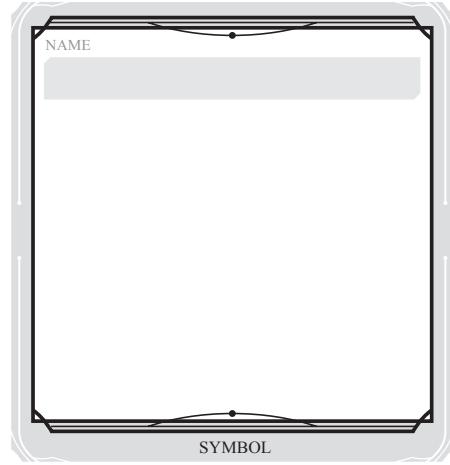
HEAVILY ENCUMBERED



CHARACTER NAME	AGE	HEIGHT	WEIGHT
	EYES	SKIN	HAIR

CHARACTER APPEARANCE

ALLIES & ORGANIZATIONS



CHARACTER BACKSTORY

PERSONALITY TRAITS

IDEALS

BONDS

FLAWS

ADDITIONAL FEATURES & TRAITS

ADDITIONAL FEATURES & TRAITS

