

Class & Level

Character Name

Age

Height

Weight

Race

Hair

Eyes

Skin

Background

Alignment

Experience Points

Player Name

Proficiency Bonus

AC

Initiative

Speed

Inspiration

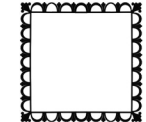
Hit Points Maximum

Temporary

Hit Dice

Death Saves

Passive Perception



Conditions & Resistances

A large rectangular box for listing conditions and resistances.

Attacks & Spellcasting

Name To Hit Damage Type

Name	To Hit	Damage	Type

Ammo

Other Proficiencies & Languages

A large rectangular box for listing other proficiencies and languages.

Proficiencies

Armor	Weapons
<input type="checkbox"/> Light	<input type="checkbox"/> Simple
<input type="checkbox"/> Medium	<input type="checkbox"/> Martial
<input type="checkbox"/> Heavy	<input type="checkbox"/> Shields

Current

Bonus Resources

A horizontal bar chart for tracking current and bonus resources.

Maximum

Equipment

#

A list of equipment slots with icons for armor, weapons, and a weight scale.

Weight

Features & Traits

A large decorative box for listing features and traits.

- Deception ...
- Intimidation ...
- Performance ...
- Persuasion ...

- Insight ...
- Medicine ...
- Perception ...
- Survival ...
- Animal Handling ...

Strength

Intelligence

Saving Throws

Charisma

Wisdom

Dexterity

Constitution

... Athletics

... Acrobatics

... Sleight of Hand

... Stealth

... Arcana

... History

... Investigation

... Nature

... Religion

Spell

Save DC

Attack Bonus

Attunements