

CHARACTER NAME _____ (PLAYER NAME)		 LEVEL  XP	ARMOR CLASS  SHIELD	HIT POINTS  <div style="border-left: 1px solid black; border-right: 1px solid black; height: 20px; width: 100%;"></div> TEMP      MAX	HIT DICE  SPENT  MAX	EXHAUSTION <div style="display: flex; justify-content: space-around; font-size: 0.8em;"> <span>◆ ◆ ◆ ◆ ◆</span> </div> -2   -4   -6   -8   -10
BACKGROUND _____ CLASS _____	SPECIES _____ SUBCLASS _____		DEATH SAVED <div style="display: flex; justify-content: space-around; font-size: 0.8em;"> <span>◆ ◆ ◆ ◆ ◆</span> </div> SUCCESS      FAILURE			

## DUNGEONS & DRAGONS

<b>STRENGTH</b>  MODIFIER      SCORE <input type="text"/> Saving Throw	<b>INTELLIGENCE</b>  MODIFIER      SCORE <input type="text"/> Saving Throw	<b>PROFICIENCY BONUS</b> 	<b>INSPIRATION</b> 	<b>INITIATIVE</b> 	<b>PASSIVE PERCEPTION</b> 
---	---	------------------------------	------------------------	-----------------------	-------------------------------

### WEAPONS & DAMAGE CANTRIPS

Name	Atk Bonus / DC	Damage & Type	Notes

<b>DEXTERITY</b>  MODIFIER      SCORE <input type="text"/> Saving Throw	<b>WISDOM</b>  MODIFIER      SCORE <input type="text"/> Saving Throw
--	---

<b>CONSTITUTION</b>  MODIFIER      SCORE <input type="text"/> Saving Throw	<b>CHARISMA</b>  MODIFIER      SCORE <input type="text"/> Saving Throw
---	---

### COMBAT FEATURES & DEFENSES

--	--

### SKILL & TOOL PROFICIENCIES

- |  |  |
|--|--|
| <input type="checkbox"/> Acrobatics (DEX)      | <input type="checkbox"/> Medicine (WIS)        |
| <input type="checkbox"/> Animal Handling (WIS) | <input type="checkbox"/> Nature (INT)          |
| <input type="checkbox"/> Arcana (INT)          | <input type="checkbox"/> Perception (CHA)      |
| <input type="checkbox"/> Athletics (STR)       | <input type="checkbox"/> Performance (CHA)     |
| <input type="checkbox"/> Deception (CHA)       | <input type="checkbox"/> Persuasion (CHA)      |
| <input type="checkbox"/> History (INT)         | <input type="checkbox"/> Religion (INT)        |
| <input type="checkbox"/> Insight (WIS)         | <input type="checkbox"/> Sleight of Hand (DEX) |
| <input type="checkbox"/> Intimidation (CHA)    | <input type="checkbox"/> Stealth (DEX)         |
| <input type="checkbox"/> Investigation (INT)   | <input type="checkbox"/> Survival (WIS)        |
| <input type="checkbox"/> _____                 | <input type="checkbox"/> _____                 |
| <input type="checkbox"/> _____                 | <input type="checkbox"/> _____                 |

### SPECIES TRAITS

Size _____	Speed _____

### CLASS FEATURES

--	--

### FEATS

--	--



### APPEARANCE

Age      Height      Weight

### OTHER PROFICIENCIES

#### LANGUAGES

ARMOR	◆ Shields	WEAPONS
	◆ Light	◆ Simple
	◆ Medium	◆ Martial
	◆ Heavy	◆ Improvised

### VALUABLES & TREASURE

Coins

### BACKSTORY & PERSONALITY

Alignment

### EQUIPMENT

Carry Capacity      Drag/Lift/Push      Weight Carried

### MAGICAL ITEMS

Magic Item Attunement



### NOTES



## APPEARANCE

Age Height Weight

## OTHER PROFICIENCIES

### LANGUAGES

ARMOR ☐ Shields ☐ WEAPONS  
☐ Light ☐ Simple  
☐ Medium ☐ Martial  
☐ Heavy ☐ Improvised

## VALUABLES & TREASURE

Coins

## BACKSTORY & PERSONALITY

Alignment

## EQUIPMENT

Carry Capacity Drag/Lift/Push Weight Carried

## MAGICAL ITEMS

Magic Item Attunement



## NOTES

CREATURE NAME

MOD SAVE

Type, Alignment

STR

DEX

CON

INT

WIS

CHA

AC

HP

Speed

Initiative

Skills

Resistances

Immunities

Senses

Languages

CR (PB)

TRAITS

ACTIONS



APPEARANCE		
Age	Height	Weight

Age	Height	Weight
-----	--------	--------

## OTHER PROFICIENCIES

---

LANGUAGES

---

ARMOR	◆ Shields	WEAPONS	
	◆ Light	◆ Simple	
	◆ Medium	◆ Martial	
	◆ Heavy	◆ Improvised	

ARMOR		WEAPONS	
◆	Shields	◆	Simple
◆	Light	◆	Martial
◆	Medium	◆	Improvised
◆	Heavy		

[illegible]

## Coins

[illegible]

Alignment

[illegible]

Carry Capacity	Drag/Lift/Push	Weight Carried
----------------	----------------	----------------

[illegible]

### Magic Item Attunement

<b>SPELLCASTING</b>			
<b>SPELLCASTING ABILITY</b> _____	<b>SPELL SLOTS</b> <u>Expended</u>	LEVEL 3 ____ ◆◆◆◆	
<b>SPELL ATTACK BONUS</b> _____	LEVEL 1 ____ ◆◆◆◆◆	LEVEL 4 ____ ◆◆◆◆	
<b>SPELL SAVE DC</b> _____	LEVEL 2 ____ ◆◆◆	LEVEL 5 ____ ◆◆	

  

Level	Name	Conc. & Ritual
		◆ C ◆ R
		◆ C ◆ R
		◆ C ◆ R
		◆ C ◆ R
		◆ C ◆ R
		◆ C ◆ R
		◆ C ◆ R
		◆ C ◆ R
		◆ C ◆ R
		◆ C ◆ R
		◆ C ◆ R
		◆ C ◆ R
		◆ C ◆ R
		◆ C ◆ R
		◆ C ◆ R
		◆ C ◆ R
		◆ C ◆ R
		◆ C ◆ R
		◆ C ◆ R
		◆ C ◆ R
		◆ C ◆ R

TM & © 2024 Wizards of the Coast LLC. Illustrations by Richards Whitters. 670D3898000001 EN Revised by EZO.

SPELLCASTING ABILITY _____	SPELL SLOTS <span>Expended</span>	LEVEL 3 _____   
SPELL ATTACK BONUS _____	LEVEL 1 _____    	LEVEL 4 _____   
SPELL SAVE DC _____	LEVEL 2 _____   	LEVEL 5 _____  

[illegible]



APPEARANCE		
Age	Height	Weight

Age	Height	Weight
-----	--------	--------

## OTHER PROFICIENCIES

---

**LANGUAGES**

<b>ARMOR</b>	◆ Shields	<b>WEAPONS</b>
◆ Light	◆ Simple	
◆ Medium	◆ Martial	
◆ Heavy	◆ Improvised	

ARMOR		WEAPONS	
	Shields		Simple
	Light		Martial
	Medium		Improvised
	Heavy		

[illegible]

## Coins

BACKSTORY & PERSONALITY

Alignment

Alignment

[illegible]

Carry Capacity	Drag/Lift/Push	Weight Carried
----------------	----------------	----------------

[illegible]

### Magic Item Attunement

<b>SPELLCASTING</b>			
<b>SPELLCASTING ABILITY</b> _____	<b>SPELL SLOTS</b> <u>Expend</u> LEVEL 1 _____ LEVEL 2 _____	LEVEL 3 _____ LEVEL 4 _____ LEVEL 5 _____	
<b>SPELL ATTACK BONUS</b> _____			
<b>SPELL SAVE DC</b> _____			

  

Level	Name	Conc. & Ritual
		—◇C —◇R
		—◇C —◇R
		—◇C —◇R
		—◇C —◇R
		—◇C —◇R
		—◇C —◇R
		—◇C —◇R
		—◇C —◇R
		—◇C —◇R
		—◇C —◇R
		—◇C —◇R
		—◇C —◇R
		—◇C —◇R
		—◇C —◇R
		—◇C —◇R
		—◇C —◇R
		—◇C —◇R
		—◇C —◇R
		—◇C —◇R
		—◇C —◇R
		—◇C —◇R

TM & © 2024 Wizards of the Coast LLC. Illustrations by Richards Whitters. 670D389800001 EN Revised by EZO.

SPELLCASTING ABILITY _____	SPELL SLOTS <u>Expended</u>	LEVEL 3 _____   
SPELL ATTACK BONUS _____	LEVEL 1 _____    	LEVEL 4 _____   
SPELL SAVE DC _____	LEVEL 2 _____   	LEVEL 5 _____  

[illegible]

CREATURE NAME		MOD	SAVE
Type, Alignment	STR		
AC	DEX		
HP	CON		
Speed	INT		
Initiative	WIS		
	CHA		
Skills			
Resistances			
Immunities			
Senses			
Languages			
CR (PB)			
TRAITS			
ACTIONS			

Type, Alignment

AC

HP

## Speed

### Initiative

## Skills

## Resistances

## Immunities

## Senses

## Languages

CR (PB)

## TRAITS

## ACTIONS

TM & © 2024 Wizards of the Coast LLC. Illustrations by Richards Whitters. 670D3898000001 EN Revised by EZO.

MOD SAVE

STR		
DEX		
CON		
INT		
WIS		
CHA		



[illegible][illegible][illegible]

Spell Note Codes	<p>■ = Prepared</p> <p>C = Concentration</p> <p>Rt = Ritual</p>	<p>Ba = Bonus action</p> <p>Re = Reaction</p> <p>In = Instantaneous</p>	<p>V = Verbal</p> <p>S = Somatic</p> <p>M = Material</p>
------------------	---	---	--

[illegible][illegible][illegible][illegible][illegible][illegible][illegible]