

CHARACTER NAME _____ (PLAYER NAME)			ARMOR CLASS	HIT POINTS <div style="display: flex; justify-content: space-between; width: 100%;"> _____ _____ </div>	HIT DICE SPENT _____ MAX _____	EXHAUSTION <div style="display: flex; justify-content: space-around; width: 100%;"> ◆ -2 ◆ -4 ◆ -6 ◆ -8 ◆ -10 </div>	
BACKGROUND _____	CLASS _____		LEVEL XP _____	SHIELD 	TEMP _____ MAX _____	DEATH SAVED <div style="display: flex; justify-content: space-around; width: 100%;"> ◆ ◆ ◆ ◆ </div>	SUCCESS _____ FAILURE _____
SPECIES _____	SUBCLASS _____						

DUNGEONS & DRAGONS®

STRENGTH MODIFIER _____ SCORE _____ <input type="radio"/> _____ Saving Throw	INTELLIGENCE MODIFIER _____ SCORE _____ <input type="radio"/> _____ Saving Throw	PROFICIENCY BONUS 	INSPIRATION 	INITIATIVE 	PASSIVE PERCEPTION
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DEXTERITY MODIFIER _____ SCORE _____ <input type="radio"/> _____ Saving Throw	WISDOM MODIFIER _____ SCORE _____ <input type="radio"/> _____ Saving Throw	WEAPONS & DAMAGE CANTRIPS			
		Name	Atk Bonus / DC	Damage & Type	Notes

CONSTITUTION MODIFIER _____ SCORE _____ <input type="radio"/> _____ Saving Throw	CHARISMA MODIFIER _____ SCORE _____ <input type="radio"/> _____ Saving Throw	COMBAT FEATURES & DEFENSES			

SKILL & TOOL PROFICIENCIES	CLASS FEATURES
<div style="display: flex; flex-wrap: wrap;"> <div style="width: 50%;"> <input type="radio"/> _____ Acrobatics (DEX) </div> <div style="width: 50%;"> <input type="radio"/> _____ Medicine (WIS) </div> <div style="width: 50%;"> <input type="radio"/> _____ Animal Handling (WIS) </div> <div style="width: 50%;"> <input type="radio"/> _____ Nature (INT) </div> <div style="width: 50%;"> <input type="radio"/> _____ Arcana (INT) </div> <div style="width: 50%;"> <input type="radio"/> _____ Perception (WIS) </div> <div style="width: 50%;"> <input type="radio"/> _____ Athletics (STR) </div> <div style="width: 50%;"> <input type="radio"/> _____ Performance (CHA) </div> <div style="width: 50%;"> <input type="radio"/> _____ Deception (CHA) </div> <div style="width: 50%;"> <input type="radio"/> _____ Persuasion (CHA) </div> <div style="width: 50%;"> <input type="radio"/> _____ History (INT) </div> <div style="width: 50%;"> <input type="radio"/> _____ Religion (INT) </div> <div style="width: 50%;"> <input type="radio"/> _____ Insight (WIS) </div> <div style="width: 50%;"> <input type="radio"/> _____ Sleight of Hand (DEX) </div> <div style="width: 50%;"> <input type="radio"/> _____ Intimidation (CHA) </div> <div style="width: 50%;"> <input type="radio"/> _____ Stealth (DEX) </div> <div style="width: 50%;"> <input type="radio"/> _____ Investigation (INT) </div> <div style="width: 50%;"> <input type="radio"/> _____ Survival (WIS) </div> <div style="width: 50%;"> <input type="radio"/> _____ _____ </div> <div style="width: 50%;"> <input type="radio"/> _____ _____ </div> <div style="width: 50%;"> <input type="radio"/> _____ _____ </div> <div style="width: 50%;"> <input type="radio"/> _____ _____ </div> </div>	<div style="text-align: center; vertical-align: middle;"> </div>

SPECIES TRAITS	
Size _____	Speed _____

FEATS	

SPELLCASTING ABILITY

SPELLCASTING MODIFIER

SPELL ATTACK BONUS

SPELL SAVE DC



Spell Note Codes

■ = Prepared

C = Concentration

Rt = Ritual

Ba = Bonus action

Re = Reaction

In = Instantaneous

V = Verbal

S = Somatic

M = Material

CANTRIPS

NOTES

1ST LEVEL SLOTS Expended

NOTES

2ND LEVEL SLOTS Expended

NOTES

3RD LEVEL SLOTS Expended

NOTES

4TH LEVEL SLOTS Expended

NOTES

5TH LEVEL SLOTS Expended

NOTES

6TH LEVEL SLOTS Expended

NOTES

7TH LEVEL SLOTS Expended

NOTES

8TH LEVEL SLOTS Expended

NOTES

9TH LEVEL SLOTS Expended

NOTES

APPEARANCE		
Age	Height	Weight

[illegible]

VALUABLES & TREASURE				
PP	GP	EP	SP	CP

[illegible][illegible][illegible]

SPELLCASTING			
SPELLCASTING ABLITY _____	SPELL SLOTS <u>Expended</u>	LEVEL 3 _____	
SPELL ATTACK BONUS _____	LEVEL 1 _____	LEVEL 4 _____	
SPELL SAVE DC _____	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
		C R

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