

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

## DUNGEONS & DRAGONS

<b>STRENGTH</b>  MODIFIER _____ SCORE _____ <input type="radio"/> _____ Saving Throw	<b>INTELLIGENCE</b>  MODIFIER _____ SCORE _____ <input type="radio"/> _____ Saving Throw	<b>PROFICIENCY BONUS</b> _____	<b>INSPIRATION</b> 	<b>INITIATIVE</b> _____	<b>PASSIVE PERCEPTION</b> _____
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<b>DEXTERITY</b>  MODIFIER _____ SCORE _____ <input type="radio"/> _____ Saving Throw	<b>WISDOM</b>  MODIFIER _____ SCORE _____ <input type="radio"/> _____ Saving Throw	<b>WEAPONS &amp; DAMAGE CANTRIPS</b> <table border="1" style="width: 100%; border-collapse: collapse;"> <thead> <tr> <th style="width: 30%;">Name</th> <th style="width: 20%;">Atk Bonus / DC</th> <th style="width: 30%;">Damage &amp; Type</th> <th style="width: 20%;">Notes</th> </tr> </thead> <tbody> <tr><td> </td><td> </td><td> </td><td> </td></tr> <tr><td> </td><td> </td><td> </td><td> </td></tr> <tr><td> </td><td> </td><td> </td><td> </td></tr> <tr><td> </td><td> </td><td> </td><td> </td></tr> <tr><td> </td><td> </td><td> </td><td> </td></tr> <tr><td> </td><td> </td><td> </td><td> </td></tr> </tbody> </table>				Name	Atk Bonus / DC	Damage & Type	Notes																								
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<b>CONSTITUTION</b>  MODIFIER _____ SCORE _____ <input type="radio"/> _____ Saving Throw	<b>CHARISMA</b>  MODIFIER _____ SCORE _____ <input type="radio"/> _____ Saving Throw	<b>COMBAT FEATURES &amp; DEFENSES</b> <div style="border: 1px solid black; height: 150px; width: 100%;"></div>			
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<b>SKILL &amp; TOOL PROFICIENCIES</b> <div style="display: flex; flex-wrap: wrap;"> <div style="width: 50%;"> <input type="radio"/> _____ Acrobatics (DEX)           <input type="radio"/> _____ Animal Handling (WIS)           <input type="radio"/> _____ Arcana (INT)           <input type="radio"/> _____ Athletics (STR)           <input type="radio"/> _____ Deception (CHA)           <input type="radio"/> _____ History (INT)           <input type="radio"/> _____ Insight (WIS)           <input type="radio"/> _____ Intimidation (CHA)           <input type="radio"/> _____ Investigation (INT)           <input type="radio"/> _____ _____           <input type="radio"/> _____ _____         </div> <div style="width: 50%;"> <input type="radio"/> _____ Medicine (WIS)           <input type="radio"/> _____ Nature (INT)           <input type="radio"/> _____ Perception (WIS)           <input type="radio"/> _____ Performance (CHA)           <input type="radio"/> _____ Persuasion (CHA)           <input type="radio"/> _____ Religion (INT)           <input type="radio"/> _____ Sleight of Hand (DEX)           <input type="radio"/> _____ Stealth (DEX)           <input type="radio"/> _____ Survival (WIS)           <input type="radio"/> _____ _____           <input type="radio"/> _____ _____         </div> </div>	<b>CLASS FEATURES</b> <div style="border: 1px solid black; height: 250px; width: 100%;"></div>
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<b>SPECIES TRAITS</b>	
Size _____	Speed _____
<div style="border: 1px solid black; height: 150px; width: 100%;"></div>	

<b>FEATS</b>	
<div style="border: 1px solid black; height: 150px; width: 100%;"></div>	

APPEARANCE

Age

Height

Weight

OTHER PROFICIENCIES

LANGUAGES

ARMOR

WEAPONS

VALUABLES & TREASURE

PP

GP

EP

SP

CP

BACKSTORY & PERSONALITY

Alignment

EQUIPMENT

Carry Capacity

Drag/Lift/Push

Weight Carried

MAGICAL ITEMS

Magic Item Attunement

SPELLCASTING

SPELLCASTING ABILITY

SPELL ATTACK BONUS

SPELL SAVE DC

SPELL SLOTS

LEVEL 1

LEVEL 2

LEVEL 3

LEVEL 4

LEVEL 5

Level

Name

Conc. & Ritual

CREATURE NAME

Type, Alignment

AC

HP

Speed

Initiative

Skills

Resistances

Immunities

Senses

Languages

CR (PB)

TRAITS

ACTIONS

STR

DEX

CON

INT

WIS

CHA

MOD

SAVE