

DUNGEONS & DRAGONS®

CONSTITUTION




MODIFIER

SCORE

○

Saving Throw

CHARISMA



MODIFIER

SCORE

○

Saving Throw

COMBAT FEATURES & DEFENSES

[illegible]

COMBAT FEATURES & DEFENSES	

[illegible]

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

Expend

◆◆◆◆

NOTES

2ND LEVEL

SLOTS

Expend

◆◆◆

NOTES

3RD LEVEL

SLOTS

Expend

◆◆◆

NOTES

4TH LEVEL

SLOTS

Expend

◆◆◆

NOTES

5TH LEVEL

SLOTS

Expend

◆◆◆

NOTES

6TH LEVEL

SLOTS

Expend

◆◆

NOTES

7TH LEVEL

SLOTS

Expend

◆◆

NOTES

8TH LEVEL

SLOTS

Expend

◆

NOTES

9TH LEVEL

SLOTS

Expend

◆

NOTES

APPEARANCE

Age | Height | Weight

OTHER PROFICIENCIES

LANGUAGES

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

VALUABLES & TREASURE

PP | GP | EP | SP | CP

BACKSTORY & PERSONALITY

Alignment

EQUIPMENT

Carry Capacity | Drag/Lift/Push | Weight Carried

MAGICAL ITEMS

Magic Item Attunement

NOTES

CREATURE NAME

STR | MOD | SAVE

DEX

CON

INT

WIS

CHA

Skills

Resistances

Immunities

Senses

Languages

CR (PB)

TRAITS

ACTIONS