

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>
SPECIES _____	SUBCLASS _____				SUCCESS _____ FAILURE _____	

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="background-color: #f0f0f0; height: 200px;"></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

Expend

◆◆◆◆

NOTES

2ND LEVEL

SLOTS

Expend

◆◆◆

NOTES

3RD LEVEL

SLOTS

Expend

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NOTES

4TH LEVEL

SLOTS

Expend

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5TH LEVEL

SLOTS

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6TH LEVEL

SLOTS

Expend

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7TH LEVEL

SLOTS

Expend

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8TH LEVEL

SLOTS

Expend

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9TH LEVEL

SLOTS

Expend

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NOTES

APPEARANCE

Age | Height | Weight

OTHER PROFICIENCIES

LANGUAGES

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

VALUABLES & TREASURE

PP | GP | EP | SP | CP

BACKSTORY & PERSONALITY

Alignment

EQUIPMENT

Carry Capacity | Drag/Lift/Push | Weight Carried

MAGICAL ITEMS

Magic Item Attunement



NOTES