

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="text-align: center; vertical-align: middle;"> </div>

SPECIES TRAITS	
Size _____	Speed _____

FEATS	

APPEARANCE

Age | Height | Weight

OTHER PROFICIENCIES

LANGUAGES

ARMOR | Shields | WEAPONS | Simple | Martial | Improvised

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 SLOTS | LEVEL 3 | LEVEL 4 | LEVEL 5

LEVEL 1 | LEVEL 2

Level | Name | Conc. & Ritual