

CHARACTER NAME _____ (PLAYER NAME)		 LEVEL _____ XP _____	ARMOR CLASS 	HIT POINTS <div style="border-bottom: 1px solid black; height: 20px; width: 100%;"></div>	HIT DICE <div style="border-bottom: 1px solid black; height: 20px; width: 100%;"></div>	EXHAUSTION <div style="display: flex; justify-content: space-around; font-size: 0.8em;"> ◆ ◆ ◆ ◆ ◆ </div> <div style="display: flex; justify-content: space-around; font-size: 0.7em;"> -2 -4 -6 -8 -10 </div>
BACKGROUND _____ CLASS _____	SHIELD 		TEMP _____ MAX _____	SPENT _____ MAX _____	DEATH SAVED <div style="display: flex; justify-content: space-around; font-size: 0.8em;"> ◆ ◆ ◆ ◆ ◆ </div> <div style="display: flex; justify-content: space-around; font-size: 0.7em;"> SUCCESS FAILURE </div>	
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																															
		<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 & 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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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="height: 200px;"></div>

SPECIES TRAITS	FEATS
<div style="display: flex;"> <div style="width: 50%;"> Size _____ </div> <div style="width: 50%;"> Speed _____ </div> </div> <div style="height: 100px;"></div>	<div style="height: 100px;"></div>

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

Type, Alignment

AC

HP

Speed

Initiative

STR

DEX

CON

INT

WIS

CHA

MOD

SAVE

Skills

Resistances

Immunities

Senses

Languages

CR (PB)

TRAITS

ACTIONS