

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 _____	SHIELD  	TEMP _____ MAX _____	DEATH SAVED <div style="display: flex; justify-content: space-around; width: 100%;"> <span>◆</span> <span>◆</span> <span>◆</span> <span>◆</span> </div>
SPECIES _____	SUBCLASS _____		SUCCESS FAILURE			

## 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>			
		Name	Atk Bonus / DC	Damage & Type	Notes

<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>			

<b>SKILL &amp; TOOL PROFICIENCIES</b>	<b>CLASS FEATURES</b>
<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>

<b>SPECIES TRAITS</b>	
Size _____	Speed _____

<b>FEATS</b>	

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 Expended

NOTES

2ND LEVEL SLOTS Expended

NOTES

3RD LEVEL SLOTS Expended

NOTES

4TH LEVEL SLOTS Expended

NOTES

5TH LEVEL SLOTS Expended

NOTES

6TH LEVEL SLOTS Expended

NOTES

7TH LEVEL SLOTS Expended

NOTES

8TH LEVEL SLOTS Expended

NOTES

9TH LEVEL SLOTS Expended

NOTES

APPEARANCE

AgeHeightWeight

OTHER PROFICIENCIES

LANGUAGES

ARMOR ShieldsWeaponsLightSimpleMediumMartialHeavyImprovised

VALUABLES & TREASURE

PPGPSPCP

BACKSTORY & PERSONALITY

Alignment

EQUIPMENT

Carry CapacityDrag/Lift/PushWeight Carried

MAGICAL ITEMS

Magic Item Attunement

SPELLCASTING

SPELLCASTING ABILITYSPELL ATTACK BONUSSPELL SAVE DC

SPELL SLOTS ExpendedLEVEL 1LEVEL 2LEVEL 3LEVEL 4LEVEL 5

LevelNameConc. & Ritual

CREATURE NAME

Type, Alignment

ACHPSpeedInitiative

STRDEXCONINTWISCHA

SkillsResistancesImmunitiesSensesLanguagesCR (PB)

TRAITS

ACTIONS