

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%;"> ◆ 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			
<div style="display: flex; justify-content: space-between;"> <div style="width: 45%;"></div> <div style="width: 45%;"></div> </div>					

SKILL & TOOL PROFICIENCIES	CLASS FEATURES
<div style="display: flex; flex-wrap: wrap;"> <div style="width: 45%;"> <input type="radio"/> Acrobatics (DEX) </div> <div style="width: 45%;"> <input type="radio"/> Medicine (WIS) </div> <div style="width: 45%;"> <input type="radio"/> Animal Handling (WIS) </div> <div style="width: 45%;"> <input type="radio"/> Nature (INT) </div> <div style="width: 45%;"> <input type="radio"/> Arcana (INT) </div> <div style="width: 45%;"> <input type="radio"/> Perception (WIS) </div> <div style="width: 45%;"> <input type="radio"/> Athletics (STR) </div> <div style="width: 45%;"> <input type="radio"/> Performance (CHA) </div> <div style="width: 45%;"> <input type="radio"/> Deception (CHA) </div> <div style="width: 45%;"> <input type="radio"/> Persuasion (CHA) </div> <div style="width: 45%;"> <input type="radio"/> History (INT) </div> <div style="width: 45%;"> <input type="radio"/> Religion (INT) </div> <div style="width: 45%;"> <input type="radio"/> Insight (WIS) </div> <div style="width: 45%;"> <input type="radio"/> Sleight of Hand (DEX) </div> <div style="width: 45%;"> <input type="radio"/> Intimidation (CHA) </div> <div style="width: 45%;"> <input type="radio"/> Stealth (DEX) </div> <div style="width: 45%;"> <input type="radio"/> Investigation (INT) </div> <div style="width: 45%;"> <input type="radio"/> Survival (WIS) </div> <div style="width: 45%;"> <input type="radio"/> _____ </div> <div style="width: 45%;"> <input type="radio"/> _____ </div> <div style="width: 45%;"> <input type="radio"/> _____ </div> <div style="width: 45%;"> <input type="radio"/> _____ </div> </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 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

Age | Height | Weight

OTHER PROFICIENCIES

LANGUAGES

ARMOR ☐ Shields
☐ 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