


DUNGEONS & DRAGONS®

CONSTITUTION		CHARISMA		COMBAT FEATURES & DEFENSES	
	MODIFIER		SCORE		
<input type="radio"/> _____	Saving Throw	<input type="radio"/> _____	Saving Throw		

[illegible]

COMBAT FEATURES & DEFENSES	

[illegible]

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 | 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

NOTES

CREATURE NAME

STR | DEX | CON | INT | WIS | CHA

MOD | SAVE

Skills

Resistances

Immunities

Senses

Languages

CR (PB)

TRAITS

ACTIONS