


DUNGEONS & DRAGONS®

CONSTITUTION		CHARISMA		COMBAT FEATURES & DEFENSES	
	SCORE		SCORE		
MODIFIER		MODIFIER			
<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

Expend

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NOTES

2ND LEVEL

SLOTS

Expend

◆◆◆

NOTES

3RD LEVEL

SLOTS

Expend

◆◆◆

NOTES

4TH LEVEL

SLOTS

Expend

◆◆◆

NOTES

5TH LEVEL

SLOTS

Expend

◆◆◆

NOTES

6TH LEVEL

SLOTS

Expend

◆◆

NOTES

7TH LEVEL

SLOTS

Expend

◆◆

NOTES

8TH LEVEL

SLOTS

Expend

◆

NOTES

9TH LEVEL

SLOTS

Expend

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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