

DUNGEONS & DRAGONS

CONSTITUTION

MODIFIER

SCORE

○

Saving Throw

CHARISMA

MODIFIER

SCORE

○

Saving Throw

COMBAT FEATURES & DEFENSES

[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

[illegible]

VALUABLES & TREASURE				
PP	GP	EP	SP	CP

[illegible][illegible][illegible]

<b>SPELLCASTING</b>			
<b>SPELLCASTING ABILITY</b> _____  <b>SPELL ATTACK BONUS</b> _____  <b>SPELL SAVE DC</b> _____	<b>SPELL SLOTS</b> <u>Expend</u> LEVEL 1 _____ LEVEL 2 _____	LEVEL 3 _____ LEVEL 4 _____ LEVEL 5 _____	
Level	Name	Conc. & Ritual	
		◆ C ◆ R	
		◆ C ◆ R	
		◆ C ◆ R	
		◆ C ◆ R	
		◆ C ◆ R	
		◆ C ◆ R	
		◆ C ◆ R	
		◆ C ◆ R	
		◆ C ◆ R	
		◆ C ◆ R	
		◆ C ◆ R	
		◆ C ◆ R	
		◆ C ◆ R	
		◆ C ◆ R	
		◆ C ◆ R	
		◆ C ◆ R	
		◆ C ◆ R	
		◆ C ◆ R	
		◆ C ◆ R	
		◆ C ◆ R	
		◆ C ◆ R	

TM & © 2024 Wizards of the Coast LLC. Illustrations by Richards Whitters. 670D389800001 EN Revised by EZO.