

CHARACTER NAME _____ (PLAYER NAME)		 LEVEL _____ XP _____	ARMOR CLASS 	HIT POINTS <div style="border-bottom: 1px solid black; height: 20px; width: 100%;"></div>	HIT DICE <div style="border-bottom: 1px solid black; height: 20px; width: 100%;"></div>	EXHAUSTION <div style="display: flex; justify-content: space-around; font-size: 0.8em;"> <span>◆ ◆ ◆ ◆ ◆</span> </div> <div style="display: flex; justify-content: space-around; font-size: 0.7em;"> <span>-2 -4 -6 -8 -10</span> </div>
BACKGROUND _____ CLASS _____	SHIELD 		TEMP _____ MAX _____	SPENT _____ MAX _____	DEATH SAVED <div style="display: flex; justify-content: space-around; font-size: 0.8em;"> <span>◆ ◆ ◆ ◆ ◆</span> </div> <div style="display: flex; justify-content: space-around; font-size: 0.7em;"> <span>SUCCESS FAILURE</span> </div>	
SPECIES _____ SUBCLASS _____						

## 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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WEAPONS & DAMAGE CANTRIPS			
Name	Atk Bonus / DC	Damage & Type	Notes

<b>DEXTERITY</b>  MODIFIER _____ SCORE _____ <input type="radio"/> _____ Saving Throw	<b>WISDOM</b>  MODIFIER _____ SCORE _____ <input type="radio"/> _____ Saving Throw	<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> 
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<b>SKILL &amp; TOOL PROFICIENCIES</b> <div style="display: flex; flex-wrap: wrap;"> <div style="width: 50%;"> <input type="radio"/> _____ Acrobatics (DEX)           <input type="radio"/> _____ Animal Handling (WIS)           <input type="radio"/> _____ Arcana (INT)           <input type="radio"/> _____ Athletics (STR)           <input type="radio"/> _____ Deception (CHA)           <input type="radio"/> _____ History (INT)           <input type="radio"/> _____ Insight (WIS)           <input type="radio"/> _____ Intimidation (CHA)           <input type="radio"/> _____ Investigation (INT)           <input type="radio"/> _____ _____           <input type="radio"/> _____ _____         </div> <div style="width: 50%;"> <input type="radio"/> _____ Medicine (WIS)           <input type="radio"/> _____ Nature (INT)           <input type="radio"/> _____ Perception (WIS)           <input type="radio"/> _____ Performance (CHA)           <input type="radio"/> _____ Persuasion (CHA)           <input type="radio"/> _____ Religion (INT)           <input type="radio"/> _____ Sleight of Hand (DEX)           <input type="radio"/> _____ Stealth (DEX)           <input type="radio"/> _____ Survival (WIS)           <input type="radio"/> _____ _____           <input type="radio"/> _____ _____         </div> </div>	<b>CLASS FEATURES</b> 
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SPECIES TRAITS	
Size _____	Speed _____

FEATS	

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