

CHARACTER NAME

BACKGROUND

SPECIES

CLASS

SUBCLASS

LEVEL

XP

ARMOR CLASS

SHIELD

HIT POINTS

CURRENT

TEMP

MAX

HIT DICE

SPENT

MAX

DEATH SAVES

SUCCESSSES

FAILURES

DUNGEONS & DRAGONS

PROFICIENCY BONUS

INTELLIGENCE

MODIFIER

SCORE

☐ Saving Throw

☐ Arcana

☐ History

☐ Investigation

☐ Nature

☐ Religion

INITIATIVE

SPEED

SIZE

PASSIVE PERCEPTION

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

STRENGTH

MODIFIER

SCORE

☐ Saving Throw

☐ Athletics

WISDOM

MODIFIER

SCORE

☐ Saving Throw

☐ Animal Handling

☐ Insight

☐ Medicine

☐ Perception

☐ Survival

DEXTERITY

MODIFIER

SCORE

☐ Saving Throw

☐ Acrobatics

☐ Sleight of Hand

☐ Stealth

CLASS FEATURES

CONSTITUTION

MODIFIER

SCORE

☐ Saving Throw

CHARISMA

MODIFIER

SCORE

☐ Saving Throw

☐ Deception

☐ Intimidation

☐ Performance

☐ Persuasion

HEROIC INSPIRATION

EQUIPMENT TRAINING & PROFICIENCIES

ARMOR TRAINING

Light

Medium

Heavy

Shields

WEAPONS

TOOLS

SPECIES TRAITS

FEATS

[illegible]

BACKSTORY & PERSONALITY

Alignment

[illegible][illegible]

COINS


CP	SP	EP	GP	PP

Additional Spell Notes


Additional Spell Notes


Additional Spell Notes


Additional Spell Notes



A large rectangular area filled with a light gray grid pattern, intended for students to take additional notes.







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Additional Spell Notes

Additional Spell Notes

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Additional Spell Notes



Additional Spell Notes

Additional Spell Notes

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Additional Spell Notes

Additional Spell Notes

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