

CHARACTER NAME

BACKGROUND

SPECIES

CLASS

SUBCLASS

LEVEL

XP

AC

SHIELD



HIT POINTS

HIT DICE

DEATH SAVES

TEMP

SPENT

MAX

MAX

SUCCESSSES

FAILURES

PROFICIENCY BONUS

STRENGTH

MODIFIER & SCORE

Saving Throw

Athletics

DEXTERITY

MODIFIER & SCORE

Saving Throw

Acrobatics

Sleight of Hand

Stealth

CONSTITUTION

MODIFIER & SCORE

Saving Throw

HEROIC INSPIRATION

INTELLIGENCE

MODIFIER & SCORE

Saving Throw

Arcana

History

Investigation

Nature

Religion

WISDOM

MODIFIER & SCORE

Saving Throw

Animal Handling

Insight

Medicine

Perception

Survival

CHARISMA

MODIFIER & SCORE

Saving Throw

Deception

Intimidation

Performance

Persuasion

INITIATIVE

SPEED

SIZE

PASSIVE PERCEPTION

WEAPONS & DAMAGE CANTRIPS		
Name	Attack Bonus / DC, Damage & Type	Notes

CLASS FEATURES

SPECIES TRAITS

FEATS

EQUIPMENT TRAINING & PROFICIENCIES

ARMOR

TRAINING

WEAPONS

TOOLS

Light

Medium

Heavy

Shields

