

CHARACTER NAME

BACKGROUNDCLASS

SPECIESSUBCLASS

LEVEL

XP

AC

SHIELD

HIT POINTSCURRENTTEMPMAX

HIT DICESPENTMAX

DEATH SAVES  
SUCCESSES  
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

Light

Medium

Heavy

Shields

WEAPONS

TOOLS

