

CHARACTER NAME

BACKGROUND

SPECIES

CLASS

SUBCLASS

LEVEL

XP

ARMOR CLASS

SHIELD

HIT POINTS

CURRENT

TEMP

MAX

HIT DICE

SPENT

MAX

DEATH SAVES

SUCCESSSES

FAILURES



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

SPECIES TRAITS

FEATS

EQUIPMENT TRAINING & PROFICIENCIES

ARMOR TRAINING 

Light

Medium

Heavy

Shields

WEAPONS

TOOLS

