

CHARACTER NAME

BACKGROUND

CLASS

SPECIES

SUBCLASS

LEVEL

ARMOR CLASS

SHIELD

HIT POINTS

CURRENT

TEMP

MAX

HIT DICE

SPENT

MAX

DEATH SAVES

SUCCESSES

FAILURES

SIZE

INITIATIVE

SPEED

ATTACKS

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

EQUIPMENT

LANGUAGES

EQUIPMENT TRAINING & PROFICIENCIES

ARMOR TRAINING

☐ Light ☐ Medium ☐ Heavy ☐ Shields

PROFICIENCIES

COINS

CP

SP

EP

GP

PP