

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