

CHARACTER NAME

BACKGROUND

SPECIES

CLASS

SUBCLASS

LEVEL

XP

ARMOR CLASS

SHIELD

HIT POINTS

CURRENT

TEMP

MAX

HIT DICE

SPENT

MAX

DEATH SAVES

SUCCESSSES

FAILURES

DUNGEONS & DRAGONS

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

SPELL SLOTS											
Total		Expended		Total		Expended		Total		Expended	
LEVEL 1	_____			LEVEL 4	_____			LEVEL 7	_____		
LEVEL 2	_____			LEVEL 5	_____			LEVEL 8	_____		
LEVEL 3	_____			LEVEL 6	_____			LEVEL 9	_____		

[illegible]

COINS				
CP ▲	SP ▲	EP ▲	GP ▲	PP ▲
▼	▼	▼	▼	▼

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