

CHARACTER NAME

BACKGROUND

SPECIES

CLASS

SUBCLASS

LEVEL

XP

ARMOR CLASS

SHIELD

HIT POINTS

TEMP

CURRENT

MAX

HIT DICE

SPENT

MAX

DEATH SAVES

SUCCESSSES

FAILURES

DUNGEONS & DRAGONS

PROFICIENCY BONUS

INITIATIVE

SPEED

SIZE

PASSIVE PERCEPTION

INTELLIGENCE

SCORE

MODIFIER

☐ Saving Throw
 ☐ Arcana
 ☐ History
 ☐ Investigation
 ☐ Nature
 ☐ Religion

WEAPONS & DAMAGE CANTRIPS

Name	Atk Bonus / DC	Damage & Type	Notes

STRENGTH

SCORE

MODIFIER

☐ Saving Throw
 ☐ Athletics

WISDOM

SCORE

MODIFIER

☐ Saving Throw
 ☐ Animal Handling
 ☐ Insight
 ☐ Medicine
 ☐ Perception
 ☐ Survival

DEXTERITY

SCORE

MODIFIER

☐ Saving Throw
 ☐ Acrobatics
 ☐ Sleight of Hand
 ☐ Stealth

CONSTITUTION

SCORE

MODIFIER

☐ Saving Throw

HEROIC INSPIRATION

CHARISMA

SCORE

MODIFIER

☐ Saving Throw
 ☐ Deception
 ☐ Intimidation
 ☐ Performance
 ☐ Persuasion

EQUIPMENT TRAINING & PROFICIENCIES

ARMOR TRAINING

Light

Medium

Heavy

Shields

WEAPONS

TOOLS

SPECIES TRAITS

FEATS

