

CHARACTER NAME _____	 ARMOR CLASS SHIELD	HIT POINTS CURRENT _____	HIT DICE TEMP _____ MAX _____	DEATH SAVES SUCCESSIONS FAILURES	
BACKGROUND _____ CLASS _____		 LEVEL XP			
SPECIES _____ SUBCLASS _____					

DUNGEONS & DRAGONS

PROFICIENCY BONUS

INTELLIGENCE

MODIFIER

SCORE

INITIATIVE

SPEED

SIZE

PASSIVE PERCEPTION

STRENGTH

MODIFIER

SCORE

Saving Throw

Athletics

Saving Throw

Arcana

History

Investigation

Nature

Religion

WEAPONS & DAMAGE CANTRIPS			
Name	Atk Bonus / DC	Damage & Type	Notes

DEXTERITY

MODIFIER

SCORE

Saving Throw

Acrobatics

Sleight of Hand

Stealth

WISDOM

MODIFIER

SCORE

Saving Throw

Animal Handling

Insight

Medicine

Perception

Survival

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