

CHARACTER NAME

PLAYER

BACKGROUND

CLASS

SPECIES

SUBCLASS

LEVEL

XP

ARMOR CLASS

SHIELD

HIT POINTS

TEMP

CURRENT

MAX

HIT DICE

SPENT

MAX

DEATH SAVES

SUCCESSSES

FAILURES

DUNGEONS & DRAGONS

HEROIC INSPIRATION

INITIATIVE

PASSIVE PERCEPTION

Darkvision

Blindsight

Truesight

DEFENSES & RESISTANCES

EXHAUSTION D20 PENALTY

-2 -4 -6

-8 -10 DEAD

-5 Speed/ Level

PROFICIENCY BONUS

SPEED

STRENGTH

MODIFIER

SCORE

○ Saving Throw

INTELLIGENCE

MODIFIER

SCORE

○ Saving Throw

DEXTERITY

MODIFIER

SCORE

○ Saving Throw

WISDOM

MODIFIER

SCORE

○ Saving Throw

CONSTITUTION

MODIFIER

SCORE

○ Saving Throw

CHARISMA

MODIFIER

SCORE

○ Saving Throw

WEAPONS & DAMAGE CANTRIPS

Name	Atk Bonus / DC	Damage & Type	Notes

CLASS FEATURES

SKILLS & TOOLS

Acrobatics (Dex)	Medicine (Wis)
Animal Handling (Wis)	Nature (Int)
Arcana (Int)	Perception (Wis)
Athletics (Str)	Performance (Cha)
Deception (Cha)	Persuasion (Cha)
History (Int)	Religion (Int)
Insight (Wis)	Sleight of Hand (Dex)
Intimidation (Cha)	Stealth (Dex)
Investigation (Int)	Survival (Wis)

● Proficient ● Expertise ● 1/2 Proficient

EQUIPMENT TRAINING & PROFICIENCIES

ARMOR TRAINING

Light Medium Heavy Shields

WEAPONS

SPECIES TRAITS

FEATS

APPEARANCE & PERSONALITY

Size

Alignment

[illegible]

COINS				
CP	SP	EP	GP	PP

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