

CHARACTER NAME _____ BACKGROUND _____ CLASS _____ SPECIES _____ SUBCLASS _____	 LEVEL _____ XP _____	ARMOR CLASS _____ SHIELD _____	HIT POINTS CURRENT _____ MAX _____ TEMP _____	HIT DICE SPENT _____ MAX _____	EXHAUSTION ◇ ◇ ◇ ◇ ◇ -2 -4 -6 -8 -10 DEATH SAVED ◇ ◇ ◇ ◇ ◇ SUCCESS FAILURE
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DUNGEONS & DRAGONS

PROFICIENCY BONUS	INSPIRATION	INITIATIVE	SPEED	SIZE	PASSIVE PERCEPTION
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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	

SKILL & TOOL PROFICIENCIES	
<input type="radio"/> Acrobatics (Dex)	<input type="radio"/> Medicine (Wis)
<input type="radio"/> Animal Handling (Wis)	<input type="radio"/> Nature (Int)
<input type="radio"/> Arcana (Int)	<input type="radio"/> Perception (Wis)
<input type="radio"/> Athletics (Str)	<input type="radio"/> Performance (Cha)
<input type="radio"/> Deception (Cha)	<input type="radio"/> Persuasion (Cha)
<input type="radio"/> History (Int)	<input type="radio"/> Religion (Int)
<input type="radio"/> Insight (Wis)	<input type="radio"/> Sleight of Hand (Dex)
<input type="radio"/> Intimidation (Cha)	<input type="radio"/> Stealth (Dex)
<input type="radio"/> Investigation (Int)	<input type="radio"/> Survival (Wis)

OTHER PROFICIENCIES	
LANGUAGES	
ARMOR ◇ Shields ◇ Light ◇ Medium ◇ Heavy	WEAPONS ◇ Simple ◇ Martial ◇ Improvised

SPECIES TRAITS

FEATS



SPELL SLOTS			SORCERY POINTS			MAX		
	Total	Expended		Total	Expended		Total	Expended
LEVEL 1	_____	◆◆◆◆	LEVEL 4	_____	◆◆◆◆	LEVEL 7	_____	◆◆
LEVEL 2	_____	◆◆◆	LEVEL 5	_____	◆◆◆◆	LEVEL 8	_____	◆
LEVEL 3	_____	◆◆◆	LEVEL 6	_____	◆◆	LEVEL 9	_____	◆

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