CHARACTER NAME

BACKGROUND CLASS

SPECIES SUBCLASS
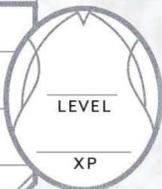
LEVEL
XP

ARMOR CLASS

SHIELD ◇

HIT POINTS	HIT DICE	EXHAUSTION

HIT POINTS
CURRENT

MAX TEMP

HIT DICE
SPENT

MAX

EXHAUSTION
◇ ◇ ◇ ◇ ◇ ◇
-2 -4 -6 -8 -10

DEATH SAVES
◇ ◇ ◇   ◇ ◇ ◇
SUCCESS FAILURE

DUNGEONS & DRAGONS®

PROFICIENCY BONUS

INSPIRATION
□

INITIATIVE

SPEED

SIZE

PASSIVE PERCEPTION

STRENGTH
SCORE
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

○ ____ 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)
○ ____   ○ ____
○ ____   ○ ____

OTHER PROFICIENCIES

LANGUAGES

ARMOR ◇ Shields **WEAPONS** ◇ Simple
◇ Light ◇ Martial
◇ Medium ◇ Improvised
◇ Heavy

SPECIES TRAITS

FEATS

SPELLCASTING ABILITY

SPELLCASTING MODIFIER	
SPELL SAVE DC	
SPELL ATTACK BONUS	

SPELL SLOTS

	Total	Expended
Level 1	____	◇◇◇◇
Level 2	____	◇◇◇
Level 3	____	◇◇◇

SORCERY POINTS

	Total	Expended
Level 4	____	◇◇◇
Level 5	____	◇◇◇
Level 6	____	◇◇

MAX

	Total	Expended
Level 7	____	◇◇
Level 8	____	◇
Level 9	____	◇

CANTRIPS & PREPARED SPELLS

Prep.	Level	Name	Concentration & Ritual	Notes (Casting Time, Range, etc.)
◇			◇C ◇R	
◇			◇C ◇R	
◇			◇C ◇R	
◇			◇C ◇R	
◇			◇C ◇R	
◇			◇C ◇R	
◇			◇C ◇R	
◇			◇C ◇R	
◇			◇C ◇R	
◇			◇C ◇R	
◇			◇C ◇R	
◇			◇C ◇R	
◇			◇C ◇R	
◇			◇C ◇R	
◇			◇C ◇R	
◇			◇C ◇R	
◇			◇C ◇R	
◇			◇C ◇R	
◇			◇C ◇R	
◇			◇C ◇R	
◇			◇C ◇R	
◇			◇C ◇R	
◇			◇C ◇R	
◇			◇C ◇R	
◇			◇C ◇R	
◇			◇C ◇R	
◇			◇C ◇R	
◇			◇C ◇R	

EQUIPMENT

Carry Capacity   Drag/Lift/Push   Weight Carried

VALUABLES

MAGICAL ITEMS

Magic Item Attunement

◇ ____

◇ ____

◇ ____

COINS