

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

DUNGEONS & DRAGONS

PROFICIENCY BONUS _____	INSPIRATION 	INITIATIVE _____	SPEED _____	SIZE _____	PASSIVE PERCEPTION _____
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STRENGTH

MODIFIER
SCORE

○ Saving Throw
DC

INTELLIGENCE

MODIFIER
SCORE

○ Saving Throw
DC

DEXTERITY

MODIFIER
SCORE

○ Saving Throw
DC

WISDOM

MODIFIER
SCORE

○ Saving Throw
DC

CONSTITUTION

MODIFIER
SCORE

○ Saving Throw
DC

CHARISMA

MODIFIER
SCORE

○ Saving Throw
DC

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 ◇ 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	_____ 

EQUIPMENT		
Carry Capacity	Drag/Lift/Push	Weight Carried

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