

CHARACTER NAME _____		 LEVEL _____ XP _____	ARMOR CLASS 	HIT POINTS CURRENT _____ MAX _____	HIT DICE SPENT _____ MAX _____	EXHAUSTION <div style="display: flex; justify-content: space-around;"> ◆ -2 ◆ -4 ◆ -6 ◆ -8 ◆ -10 </div>
BACKGROUND _____	CLASS _____		DEATH SAVES <div style="display: flex; justify-content: space-around;"> ◆ ◆ ◆ ◆ </div>			
SPECIES _____	SUBCLASS _____		SUCCESS _____ FAILURE _____			

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 <div style="height: 40px;"></div>	
ARMOR ◆ Shields ◆ Light ◆ Medium ◆ Heavy	WEAPONS ◆ Simple ◆ Martial ◆ Improvised

SPECIES TRAITS

FEATS



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

EQUIPMENT		
Carry Capacity	Drag/Lift/Push	Weight Carried

[illegible][illegible][illegible][illegible]