

CHARACTER NAME

BACKGROUND

SPECIES

CLASS

SUBCLASS

LEVEL

XP

ARMOR CLASS

SHIELD

HIT POINTS

CURRENT

TEMP

MAX

HIT DICE

SPENT

MAX

DEATH SAVED

SUCCESSSES

FAILURES

# DUNGEONS & DRAGONS

PROFICIENCY BONUS

HEROIC INSPIRATION

INITIATIVE

SPEED

SIZE

PASSIVE PERCEPTION

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

☐ Acrobatics
☐ Medicine

☐ Animal Handling
☐ Nature

☐ Arcana
☐ Perception

☐ Athletics
☐ Performance

☐ Deception
☐ Persuasion

☐ History
☐ Religion

☐ Insight
☐ Sleight of Hand

☐ Intimidation
☐ Stealth

☐ Investigation
☐ Survival

EQUIPMENT TRAINING & PROFICIENCIES

ARMOR TRAINING

☐ Light
☐ Medium
☐ Heavy
☐ Shields

WEAPONS

TOOLS

SPECIES TRAITS

FEATS

SPELLCASTING ABILITY	
	<b>SPELLCASTING MODIFIER</b>
	<b>SPELL SAVE DC</b>
	<b>SPELL ATTACK BONUS</b>

### SPELL ATTACK BONUS



	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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## LANGUAGES

## EQUIPMENT

COINS				
CP	SP	EP	GP	PP

Standard Array 15, 14, 13, 12, 10, 8 Or 27 Pt buy  
PHB 38

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