

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)
<input type="radio"/> _____	<input type="radio"/> _____
<input type="radio"/> _____	<input type="radio"/> _____

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

SPECIES TRAITS


FEATS

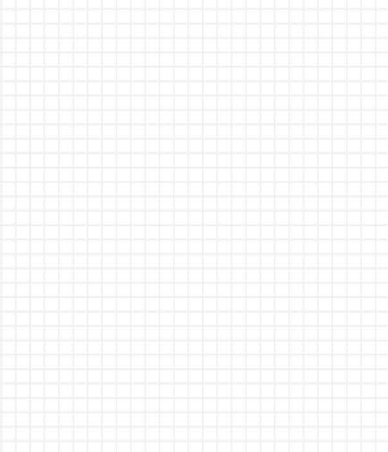





SPELL SLOTS			SORCERY POINTS			MAX		
	Total	Expended		Total	Expended		Total	Expended
LEVEL 1	____	◆◆◆◆	LEVEL 4	____	◆◆◆◆	LEVEL 7	____	◆◆
LEVEL 2	____	◆◆◆	LEVEL 5	____	◆◆◆◆	LEVEL 8	____	◆
LEVEL 3	____	◆◆◆	LEVEL 6	____	◆◆	LEVEL 9	____	◆

[illegible]

VALUABLES



MAGICAL ITEMS	
	
Magic Item Attunement	
	
	
	

COINS

[illegible]