

CHARACTER NAME		 LEVEL XP	ARMOR CLASS SHIELD	HIT POINTS	HIT DICE	DEATH SAVES
BACKGROUND	CLASS		TEMP	SPENT	◆◆◆ SUCCESSES ◆◆◆ FAILURES	
SPECIES	SUBCLASS		CURRENT	MAX		MAX

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

<input type="radio"/> Acrobatics	<input type="radio"/> Medicine
<input type="radio"/> Animal Handling	<input type="radio"/> Nature
<input type="radio"/> Arcana	<input type="radio"/> Perception
<input type="radio"/> Athletics	<input type="radio"/> Performance
<input type="radio"/> Deception	<input type="radio"/> Persuasion
<input type="radio"/> History	<input type="radio"/> Religion
<input type="radio"/> Insight	<input type="radio"/> Sleight of Hand
<input type="radio"/> Intimidation	<input type="radio"/> Stealth
<input type="radio"/> Investigation	<input type="radio"/> Survival

EQUIPMENT TRAINING & PROFICIENCIES

ARMOR TRAINING
◆ Light
◆ Medium
◆ Heavy
◆ Shields

WEAPONS & DAMAGE CANTRIPS

Name	Atk Bonus / DC	Damage & Type	Notes

CLASS FEATURES

SPECIES TRAITS

FEATS

SPELLCASTING ABILITY	
	SPELLCASTING MODIFIER
	SPELL SAVE DC
	SPELL ATTACK BONUS

SPELL SAVE DC



	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]

BACKSTORY & PERSONALITY

Alignment

[illegible][illegible]

COINS

CP	SP	EP	GP	PP
<div style="position: absolute; top: -20px; left: 50%; transform: translate(-50%, -50%);">↑</div> <div style="position: absolute; bottom: -20px; left: 50%; transform: translate(-50%, 50%);">↓</div>	<div style="position: absolute; top: -20px; left: 50%; transform: translate(-50%, -50%);">↑</div> <div style="position: absolute; bottom: -20px; left: 50%; transform: translate(-50%, 50%);">↓</div>	<div style="position: absolute; top: -20px; left: 50%; transform: translate(-50%, -50%);">↑</div> <div style="position: absolute; bottom: -20px; left: 50%; transform: translate(-50%, 50%);">↓</div>	<div style="position: absolute; top: -20px; left: 50%; transform: translate(-50%, -50%);">↑</div> <div style="position: absolute; bottom: -20px; left: 50%; transform: translate(-50%, 50%);">↓</div>	<div style="position: absolute; top: -20px; left: 50%; transform: translate(-50%, -50%);">↑</div> <div style="position: absolute; bottom: -20px; left: 50%; transform: translate(-50%, 50%);">↓</div>