

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

DUNGEONS & DRAGONS

PROFICIENCY BONUS 	HEROIC 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

<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

TOOLS

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

SPELLCASTING MODIFIER

SPELL SAVE DC

SPELL ATTACK BONUS



SPELL SLOTS

	Total	Expended		Total	Expended		Total	Expended
LEVEL 1	___	◆◆◆◆	LEVEL 4	___	◆◆◆◆	LEVEL 7	___	◆◆
LEVEL 2	___	◆◆◆◆	LEVEL 5	___	◆◆◆◆	LEVEL 8	___	◆
LEVEL 3	___	◆◆◆◆	LEVEL 6	___	◆◆	LEVEL 9	___	◆

APPEARANCE

BACKSTORY & PERSONALITY

Alignment

LANGUAGES

EQUIPMENT

Magic Item Attunement



COINS