

CHARACTER NAME _____		 LEVEL _____ XP _____	ARMOR CLASS 	HIT POINTS CURRENT _____ MAX _____	HIT DICE SPENT _____ MAX _____	EXHAUSTION ◇ ◇ ◇ ◇ ◇ -2 -4 -6 -8 -10 DEATH SAVED ◇ ◇ ◇ ◇ ◇ SUCCESS FAILURE
BACKGROUND _____	CLASS _____					
SPECIES _____	SUBCLASS _____					

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

EQUIPMENT		
Carry Capacity	Drag/Lift/Push	Weight Carried

VALUABLES

MAGICAL ITEMS	
	
Magic Item Attunement	
	
	

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