

CHARACTER NAME

BACKGROUND

SPECIES

CLASS

SUBCLASS

LEVEL

XP

ARMOR CLASS

SHIELD

HIT POINTS

CURRENT

TEMP

MAX

HIT DICE

SPENT

MAX

DEATH SAVES

SUCCESSSES

FAILURES

DUNGEONS & DRAGONS

PROFICIENCY BONUS

INTELLIGENCE

MODIFIER

SCORE

☐ Saving Throw

☐ Arcana

☐ History

☐ Investigation

☐ Nature

☐ Religion

INITIATIVE

SPEED

SIZE

PASSIVE PERCEPTION

WEAPONS & DAMAGE CANTRIPS

Name	Atk Bonus / DC	Damage & Type	Notes

STRENGTH

MODIFIER

SCORE

☐ Saving Throw

☐ Athletics

DEXTERITY

MODIFIER

SCORE

☐ Saving Throw

☐ Acrobatics

☐ Sleight of Hand

☐ Stealth

WISDOM

MODIFIER

SCORE

☐ Saving Throw

☐ Animal Handling

☐ Insight

☐ Medicine

☐ Perception

☐ Survival

CLASS FEATURES

CONSTITUTION

MODIFIER

SCORE

☐ Saving Throw

CHARISMA

MODIFIER

SCORE

☐ Saving Throw

☐ Deception

☐ Intimidation

☐ Performance

☐ Persuasion

HEROIC INSPIRATION

EQUIPMENT TRAINING & PROFICIENCIES

ARMOR TRAINING

Light

Medium

Heavy

Shields

WEAPONS

TOOLS

SPECIES TRAITS

FEATS

SPELLCASTING ABILITY	
	SPELLCASTING MODIFIER
	SPELL SAVE DC
	SPELL ATTACK BONUS

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	_____		

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

[illegible][illegible][illegible]

COINS				
CP	SP	EP	GP	PP

PP

