CHARACTER NAME

BACKGROUND CLASS

SPECIES SUBCLASS

LEVEL

XP

ARMOR CLASS

SHIELD

HIT POINTS

CURRENT MAX

TEMP

HIT DICE

SPENT

MAX

DEATH SAVES

SUCCESSES

FAILURES

DUNGEONS & DRAGONS

PROFICIENCY BONUS

INITIATIVE

SPEED

SIZE

PASSIVE PERCEPTION

STRENGTH

MODIFIER SCORE

- Saving Throw
- Athletics

DEXTERITY

MODIFIER SCORE

- Saving Throw
- Acrobatics
- Sleight of Hand
- Stealth

CONSTITUTION

MODIFIER SCORE

- Saving Throw

HEROIC INSPIRATION

INTELLIGENCE

MODIFIER SCORE

- Saving Throw
- Arcana
- History
- Investigation
- Nature
- Religion

WISDOM

MODIFIER SCORE

- Saving Throw
- Animal Handling
- Insight
- Medicine
- Perception
- Survival

CHARISMA

MODIFIER SCORE

- Saving Throw
- Deception
- Intimidation
- Performance
- Persuasion

WEAPONS & DAMAGE CANTRIPS

Name	Atk Bonus / DC	Damage & Type	Notes

CLASS FEATURES

EQUIPMENT TRAINING & PROFICIENCIES

ARMOR TRAINING Light Medium Heavy Shields

WEAPONS

TOOLS

SPECIES TRAITS

FEATS