

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

DUNGEONS & DRAGONS

PROFICIENCY BONUS 	INTELLIGENCE MODIFIER SCORE	INITIATIVE 	SPEED 	SIZE 	PASSIVE PERCEPTION
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STRENGTH

MODIFIER SCORE

☐ Saving Throw

☐ Athletics

INTELLIGENCE

MODIFIER SCORE

☐ Saving Throw

☐ Arcana
☐ History
☐ Investigation
☐ Nature
☐ Religion

DEXTERITY

MODIFIER SCORE

☐ Saving Throw

☐ Acrobatics
☐ Sleight of Hand
☐ Stealth

WISDOM

MODIFIER SCORE

☐ Saving Throw

☐ Animal Handling
☐ Insight
☐ Medicine
☐ Perception
☐ Survival

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

WEAPONS & DAMAGE CANTRIPS			
Name	Add Bonus / DC	Damage & Type	Notes

CLASS FEATURES

SPECIES TRAITS

FEATS