

CHARACTER NAME

BACKGROUND

SPECIES

CLASS

SUBCLASS

LEVEL

XP

ARMOR CLASS

SHIELD

HIT POINTS

CURRENT

TEMP

MAX

HIT DICE

SPENT

MAX

DEATH SAVED

SUCCESSSES

FAILURES

DUNGEONS & DRAGONS

PROFICIENCY BONUS

INITIATIVE

SPEED

SIZE

PASSIVE PERCEPTION

STRENGTH

MODIFIER SCORE

Saving Throw

Athletics

INTELLIGENCE

MODIFIER SCORE

Saving Throw

Arcana

History

Investigation

Nature

Religion

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

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

