CHARACTER NAME

BACKGROUND | CLASS

SPECIES | SUBCLASS

LEVEL

XP

ARMOR CLASS

SHIELD

HIT POINTS

CURRENT | TEMP | MAX

HIT DICE

SPENT | MAX

DEATH SAVES

SUCCESSES

FAILURES

DUNGEONS & DRAGONS

PROFICIENCY BONUS

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

INITIATIVE

SPEED

SIZE

PASSIVE PERCEPTION

WEAPONS & DAMAGE CANTRIPS

Name	Atk Bonus / DC	Damage & Type	Notes

CLASS FEATURES

SPECIES TRAITS

FEATS

EQUIPMENT TRAINING & PROFICIENCIES

ARMOR TRAINING: Light, Medium, Heavy, Shields

WEAPONS

TOOLS

SPELLCASTING ABILITY

	SPELLCASTING MODIFIER
	SPELL SAVE DC
	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		

CANTRIPS & PREPARED SPELLS

Level	Name	Casting Time	Range	Concentration, Ritual & Required Material	Notes
				C R M	
				C R M	
				C R M	
				C R M	
				C R M	
				C R M	
				C R M	
				C R M	
				C R M	
				C R M	
				C R M	
				C R M	
				C R M	
				C R M	
				C R M	
				C R M	
				C R M	
				C R M	
				C R M	
				C R M	
				C R M	
				C R M	
				C R M	
				C R M	
				C R M	
				C R M	
				C R M	
				C R M	
				C R M	
				C R M	
				C R M	
				C R M	

APPEARANCE

BACKSTORY & PERSONALITY

Alignment

LANGUAGES

EQUIPMENT

Magic Item Attunement

COINS

CP	SP	EP	GP	PP

TM & © 2024 Wizards of the Coast LLC. Illustrations by Richard Whitters.
670D3898000001 EN