

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

INTELLIGENCE

MODIFIER _____ SCORE _____

INITIATIVE

SPEED

SIZE

PASSIVE PERCEPTION

STRENGTH

MODIFIER _____ SCORE _____

Saving Throw

Athletics

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

SPECIES TRAITS

--

FEATS

--

EQUIPMENT TRAINING & PROFICIENCIES

ARMOR TRAINING Light Medium Heavy Shields

WEAPONS _____

TOOLS _____



SPELLCASTING ABILITY

SPELLCASTING MODIFIER

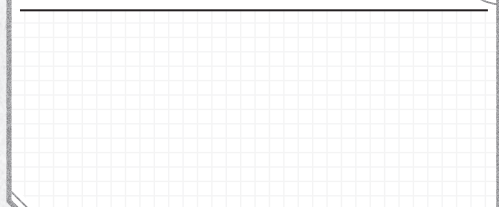
SPELL SAVE DC

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	_____	

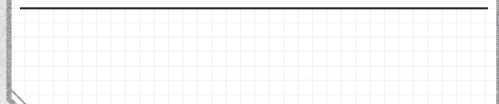
APPEARANCE



BACKSTORY & PERSONALITY

Alignment _____

LANGUAGES



EQUIPMENT

Magic Item Attunement

COINS

CP	SP	EP	GP	PP
<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>

CANTRIPS & PREPARED SPELLS

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