DUNGEONS & DRAGONS

CHARACTER NAME

BACKGROUND

CLASS

SPECIES

SUBCLASS

ARMOR CLASS

LEVEL

XP

SHIELD

HIT POINTS

TEMP

CURRENT   MAX

HIT DICE

SPENT

MAX

DEATH SAVES

SUCCESSES

FAILURES

HP = 11 x Level + 5

PROFICIENCY BONUS

+3 at Level 5

STRENGTH

+4 (18) at Level 4

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

40 at Level 5

SIZE

PASSIVE PERCEPTION

WEAPONS & DAMAGE CANTRIPS

Name	Atk Bonus / DC	Damage & Type	Notes

Attack Bonus:
[Level 4] All weapons: +6
[Level 5] All weapons: +7

Damage Bonus:
[Level 4] All weapons +4

CLASS FEATURES   PHB pg. 51

SPECIES TRAITS   PHB, pg. 195

FEATS

EQUIPMENT TRAINING & PROFICIENCIES

ARMOR TRAINING   ◇ Light   ◇ Medium   ◇ Heavy   ◇ Shields

WEAPONS

TOOLS

Notes:

APPEARANCE
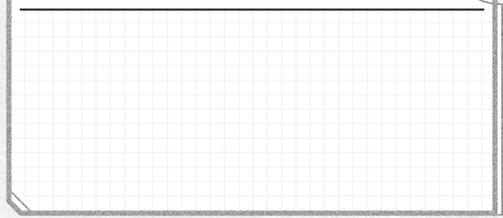
BACKSTORY & PERSONALITY
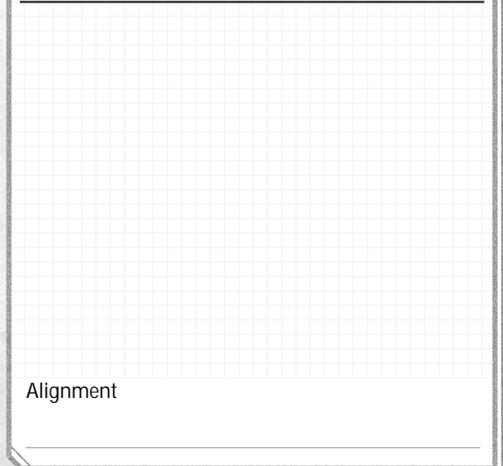
Alignment

LANGUAGES
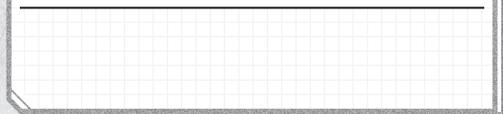
EQUIPMENT
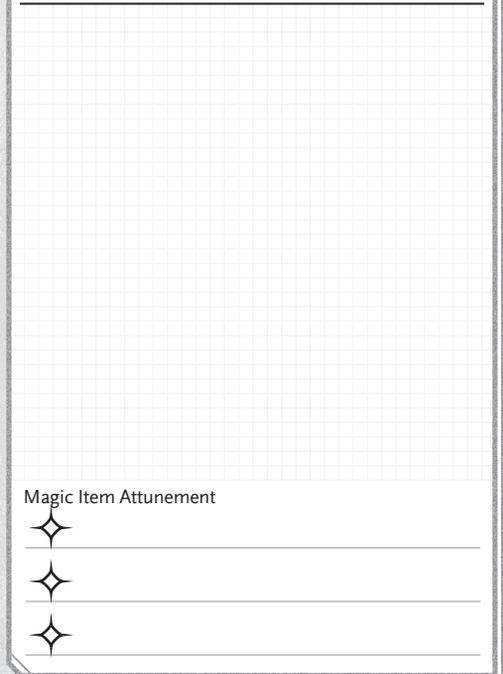
Magic Item Attunement

COINS

CP	SP	EP	GP	PP