

CHARACTER NAME _____

BACKGROUND _____ CLASS _____

SPECIES _____ SUBCLASS _____

LEVEL _____

XP _____

ARMOR CLASS _____

SHIELD _____

HIT POINTS

CURRENT _____

TEMP _____

MAX _____

HIT DICE

SPENT _____

MAX _____

DEATH SAVES

SUCCESSSES _____

FAILURES _____

HP = 7 x Level + 3

DUNGEONS & DRAGONS

PROFICIENCY BONUS

+3 at Level 5

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
	[Level 4] DC 14	[Level 5] 2d6 Psychic	
	[Level 5] DC 15		
	[Level 5] +5		

DEXTERITY

MODIFIER _____ SCORE _____

Saving Throw

Acrobatics

Sleight of Hand

Stealth

WISDOM

MODIFIER _____ SCORE _____

Saving Throw

Animal Handling

Insight

Medicine

Perception

Survival

CLASS FEATURES PHB pg. 59

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CONSTITUTION

MODIFIER _____ SCORE _____

Saving Throw

CHARISMA

+4 (18) at Level 4

MODIFIER _____ SCORE _____

Saving Throw

Deception [Level 2] +7 [Level 4] +8 [Level 5] +10

Intimidation

Performance

Persuasion [Level 2] +7 [Level 4] +8 [Level 5] +10

HEROIC INSPIRATION

SPECIES TRAITS PHB, pg. 189-90

FEATS

EQUIPMENT TRAINING & PROFICIENCIES

ARMOR TRAINING Light Medium Heavy Shields

WEAPONS _____

TOOLS _____

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