

CHARACTER NAME \_\_\_\_\_

BACKGROUND \_\_\_\_\_ CLASS \_\_\_\_\_

SPECIES \_\_\_\_\_ SUBCLASS \_\_\_\_\_

LEVEL \_\_\_\_\_

XP \_\_\_\_\_

ARMOR CLASS \_\_\_\_\_

SHIELD \_\_\_\_\_

HIT POINTS

CURRENT \_\_\_\_\_ TEMP \_\_\_\_\_

MAX \_\_\_\_\_ MAX \_\_\_\_\_

HIT DICE

SPENT \_\_\_\_\_

MAX \_\_\_\_\_

DEATH SAVES

SUCCESSSES \_\_\_\_\_

FAILURES \_\_\_\_\_

**HP = 8 x Level + 3**

**DUNGEONS & DRAGONS**

**PROFICIENCY BONUS**

+3 at Level 5

**INTELLIGENCE**

MODIFIER \_\_\_\_\_ SCORE \_\_\_\_\_

**INITIATIVE**

**SPEED**

**SIZE**

**PASSIVE PERCEPTION**

[Level 5] 14

**STRENGTH**

MODIFIER \_\_\_\_\_ SCORE \_\_\_\_\_

Saving Throw

Athletics

Saving Throw

Arcana

History

Investigation

Nature

Religion

**WEAPONS & DAMAGE CANTRIPS**

Name	Atk Bonus / DC	Damage & Type	Notes
	[Level 5] +5		
	[Level 4] 14	[Level 5] 2d8	
	[Level 5] 15		

**DEXTERITY**

MODIFIER \_\_\_\_\_ SCORE \_\_\_\_\_

Saving Throw

Acrobatics

Sleight of Hand

Stealth

**WISDOM**

+4 (18) at Level 4

MODIFIER \_\_\_\_\_ SCORE \_\_\_\_\_

Saving Throw

Animal Handling

Insight

Medicine

Perception

Survival

**CLASS FEATURES** PHB pg. 69

**CONSTITUTION**

MODIFIER \_\_\_\_\_ SCORE \_\_\_\_\_

Saving Throw

**CHARISMA**

MODIFIER \_\_\_\_\_ SCORE \_\_\_\_\_

Saving Throw

Deception

Intimidation

Performance

Persuasion

**HEROIC INSPIRATION**

**SPECIES TRAITS** PHB, pg. 188

**FEATS**

**EQUIPMENT TRAINING & PROFICIENCIES**

ARMOR TRAINING  Light  Medium  Heavy  Shields

WEAPONS \_\_\_\_\_

TOOLS \_\_\_\_\_

