

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 = 9 x Level + 3

DUNGEONS & DRAGONS

PROFICIENCY BONUS

+3 at Level 5

INTELLIGENCE

MODIFIER _____ SCORE _____

INITIATIVE

SPEED

SIZE

PASSIVE PERCEPTION

[Level 4] 16
[Level 5] 17

STRENGTH

MODIFIER _____ SCORE _____

Saving Throw

Athletics

Saving Throw

Arcana **+WIS**

History

Investigation

Nature **+WIS**

Religion

WEAPONS & DAMAGE CANTRIPS

| Name | Atk Bonus / DC | Damage & Type | Notes |
|------|------------------------------|---------------|-------|
| | [Level 5] +5 | | |
| | [Level 4] +6 [Level 5] +7 | [Level 5] 2d8 | |

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. 80

CONSTITUTION

MODIFIER _____ SCORE _____

Saving Throw

CHARISMA

MODIFIER _____ SCORE _____

Saving Throw

Deception

Intimidation

Performance

Persuasion

HEROIC INSPIRATION

SPECIES TRAITS PHB, pg. 194

FEATS

EQUIPMENT TRAINING & PROFICIENCIES

ARMOR TRAINING Light Medium Heavy Shields

WEAPONS _____

TOOLS _____

