DUNGEONS & DRAGONS

CHARACTER NAME

BACKGROUND _____ **CLASS** _____

SPECIES _____ **SUBCLASS** _____

LEVEL

XP

ARMOR CLASS

SHIELD

HIT POINTS | **HIT DICE** | **DEATH SAVES**
TEMP | SPENT | SUCCESSES
CURRENT | MAX | MAX | FAILURES

HP = 8 x Level + 4

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

SIZE

PASSIVE PERCEPTION

[Level 5] 14

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. 91

[Level 5] Move half speed when using Second Wind, no Opp. Attack

---

SPECIES TRAITS PHB, pg. 192

FEATS

EQUIPMENT TRAINING & PROFICIENCIES

ARMOR TRAINING ✦ Light ✦ Medium ✦ Heavy ✦ Shields

WEAPONS

TOOLS

Notes:

APPEARANCE
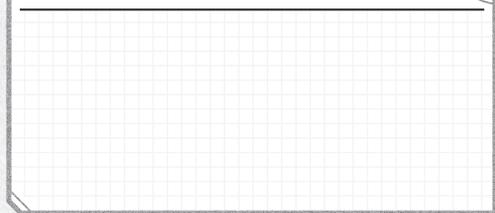
BACKSTORY & PERSONALITY
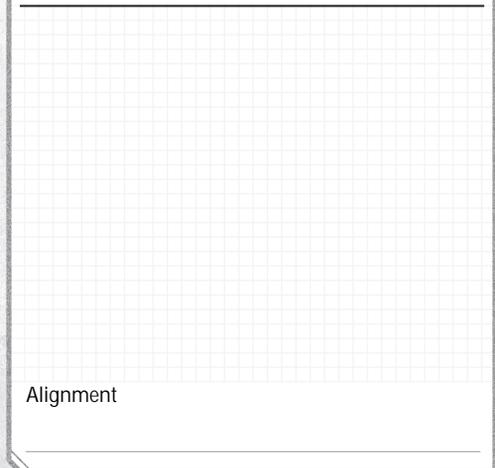
Alignment

LANGUAGES

EQUIPMENT
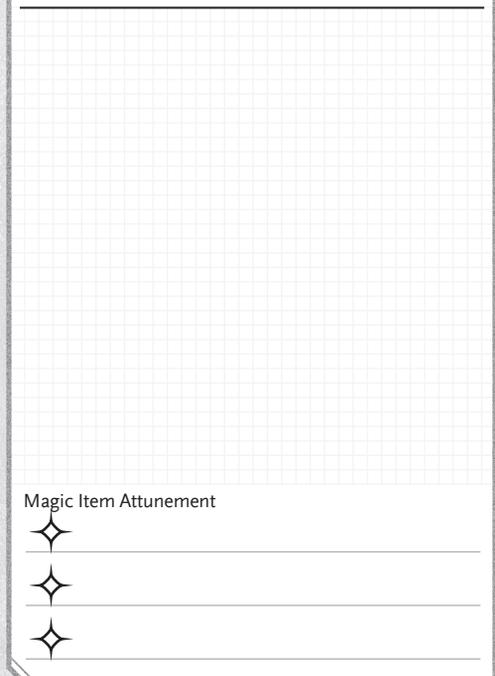
Magic Item Attunement

COINS

CP	SP	EP	GP	PP