DUNGEONS & DRAGONS

Character Header

CHARACTER NAME

BACKGROUND

CLASS

SPECIES

SUBCLASS

LEVEL

XP

ARMOR CLASS
[Level 4] 16

HIT POINTS
TEMP

CURRENT | MAX

HP = 8 x Level + 4

HIT DICE
SPENT

MAX

DEATH SAVES
SUCCESSES

FAILURES

PROFICIENCY BONUS
+3 at Level 5

STRENGTH
MODIFIER | SCORE

○ _____ Saving Throw

○ _____ Athletics

DEXTERITY
+4 (18) at Level 4

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 [Level 2] +6 [Level 5] +8
○ _____ Survival

CHARISMA
MODIFIER | SCORE

○ _____ Saving Throw

○ _____ Deception
○ _____ Intimidation
○ _____ Performance
○ _____ Persuasion

EQUIPMENT TRAINING & PROFICIENCIES

ARMOR TRAINING ◇ Light ◇ Medium ◇ Heavy ◇ Shields

WEAPONS

TOOLS

INITIATIVE
[Level 4] +4

SPEED

SIZE

PASSIVE PERCEPTION
[Level 2] 16
[Level 5] 18

WEAPONS & DAMAGE CANTRIPS

Name	Atk Bonus / DC	Damage & Type	Notes
	[Level 2] +7 [Level 4] +8 [Level 5] +9	[Level 4] +4	
	[Level 4] +6 [Level 5] +7	[Level 4] +4	

CLASS FEATURES   PHB pg. 118

SPECIES TRAITS   PHB, pg. 189

FEATS

SPELLCASTING ABILITY

SPELLCASTING MODIFIER

SPELL SAVE DC [Level 5] 13

SPELL ATTACK BONUS [Level 5] +5

SPELL SLOTS

	Total	Expended		Total	Expended		Total	Expended
LEVEL 1								
LEVEL 2								
LEVEL 3								

[Level 1] 2x 1st-Level Slots
[Level 3] 3x 1st-Level Slots
[Level 5] 4x 1st-Level + 2x 2nd-Level

CANTRIPS & PREPARED SPELLS

Level	Name	Casting Time	Range	Concentration, Ritual & Required Material	Notes
				C R M	

APPEARANCE

BACKSTORY & PERSONALITY

Alignment

LANGUAGES

EQUIPMENT

Magic Item Attunement

COINS

CP	SP	EP	GP	PP

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