

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

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

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

LEVEL \_\_\_\_\_

XP \_\_\_\_\_

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

[Level 4] 15

HIT POINTS

TEMP \_\_\_\_\_

CURRENT \_\_\_\_\_ 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**

[Level 4] +4

**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

Attack Bonus:  
[Level 4] All weapons: +6  
[Level 5] All weapons: +7

Damage Bonus:  
[Level 4] All weapons +4

**DEXTERITY**

+4 (18) at Level 4

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

Saving Throw

Acrobatics

Sleight of Hand

Stealth [Level 4] +8  
[Level 5] +10

**WISDOM**

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

Saving Throw

Animal Handling

Insight

Medicine

Perception

Survival

**CLASS FEATURES** PHB pg. 128

[Level 5] Uncanny Dodge.  
Reaction to take half damage from Attack against you

**CONSTITUTION**

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

Saving Throw

**CHARISMA**

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

Saving Throw

Deception

Intimidation

Performance

Persuasion

**HEROIC INSPIRATION**

**SPECIES TRAITS** PHB, pg. 193

**EQUIPMENT TRAINING & PROFICIENCIES**

ARMOR TRAINING  Light  Medium  Heavy  Shields

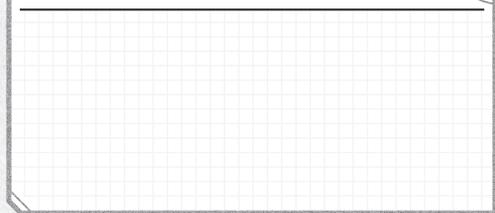
WEAPONS \_\_\_\_\_

TOOLS \_\_\_\_\_

Notes:

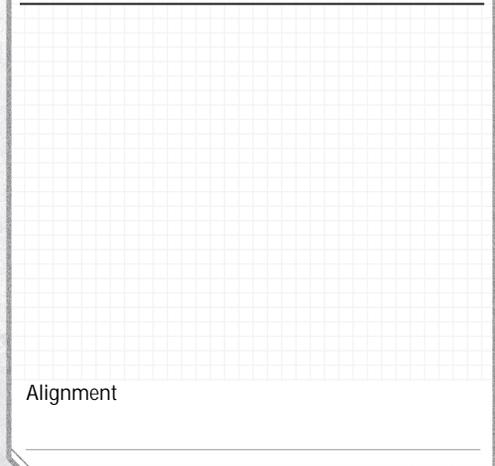
**APPEARANCE**

---



**BACKSTORY & PERSONALITY**

---



Alignment

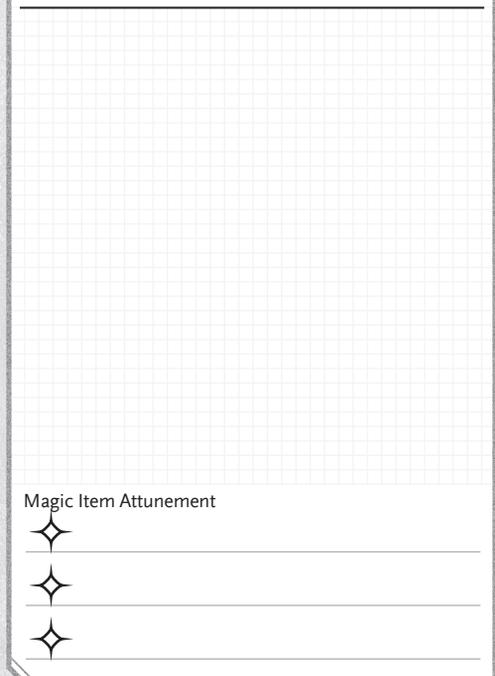
**LANGUAGES**

---



**EQUIPMENT**

---



Magic Item Attunement

◆

◆

◆

**COINS**

CP	SP	EP	GP	PP
<input type="text"/>				