

CHARACTER NAME _____

BACKGROUND _____ CLASS _____

SPECIES _____ SUBCLASS _____

LEVEL _____

XP _____

ARMOR CLASS _____

[Level 3] 15
[Level 4] 16

HIT POINTS

TEMP _____

CURRENT _____ MAX _____

HIT DICE

SPENT _____

MAX _____

DEATH SAVES

SUCCESSSES _____

FAILURES _____

HP = 7 x Level + 2

DUNGEONS & DRAGONS

PROFICIENCY BONUS

+3 at Level 5

INTELLIGENCE

MODIFIER _____ SCORE _____

INITIATIVE

SPEED

SIZE

PASSIVE PERCEPTION

STRENGTH

MODIFIER _____ SCORE _____

Saving Throw

Athletics

Saving Throw

Arcana

History

Investigation

Nature

Religion

WEAPONS & DAMAGE CANTRIPS

Name	Atk Bonus / DC	Damage & Type	Notes
	[Level 4] +6 [Level 5] +7	[Level 5] 2d8	
	[Level 4] 14 [Level 5] 15	[Level 5] 2d6	

DEXTERITY

MODIFIER _____ SCORE _____

Saving Throw

Acrobatics

Sleight of Hand

Stealth

WISDOM

MODIFIER _____ SCORE _____

Saving Throw

Animal Handling

Insight

Medicine

Perception

Survival

CLASS FEATURES PHB pg. 139

[Level 5] Sorcerous Restoration.
Restore 2 SP after Short Rest (once per Long Rest)

CONSTITUTION

MODIFIER _____ SCORE _____

Saving Throw

CHARISMA

+4 (18) at Level 4

MODIFIER _____ SCORE _____

Saving Throw

Deception

Intimidation

Performance

Persuasion

HEROIC INSPIRATION

SPECIES TRAITS PHB, pg. 187

FEATS

EQUIPMENT TRAINING & PROFICIENCIES

ARMOR TRAINING Light Medium Heavy Shields

WEAPONS _____

TOOLS _____

