

CHARACTER NAME

BACKGROUND

SPECIES

SIZE

CLASS

SUBCLASS

SPEED

LEVEL

XP

ARMOR CLASS

SHIELD

HIT DICE

SPENT

MAX

DEATH SAVES

SUCCESSES

FAILURES

PROFICIENCY BONUS

XP TO NEXT LEVEL

STRENGTH



MODIFIER

SCORE

DEXTERITY



MODIFIER

SCORE

CONSTITUTION



MODIFIER

SCORE

☐ Saving Throw

☐ Carrying Capacity

☐ Push/Pull/Drag

☐ Athletics

☐ Saving Throw

☐ Initiative

☐ Acrobatics

☐ Sleight of Hand

☐ Stealth

☐ Saving Throw

Hit Points

Current

Temp

Max

INTELLIGENCE



MODIFIER

SCORE

WISDOM



MODIFIER

SCORE

CHARISMA



MODIFIER

SCORE

☐ Saving Throw

☐ Arcana

☐ Investigation

☐ Nature

☐ Religion

☐

☐

☐ Saving Throw

☐ Animal Handling

☐ Insight

☐ Medicine

☐ Perception

☐ Passive Perception

☐ Survival

☐ Saving Throw

☐ Deception

☐ Intimidation

☐ Performance

☐

☐

☐ Persuasion

EQUIPMENT TRAINING & PROFICIENCIES

ARMOR TRAINING

☐ Light

☐ Medium

☐ Heavy

☐ Shields

WEAPONS

TOOLS

HEROIC

INSPIRATION

EXHAUSTION

LEVEL

WEAPONS & DAMAGE CANTRIPS			
Name	Atk Bonus / DC	Damage & Type	Notes

SPECIES TRAITS

CLASS FEATURES

FEATS

BLINDED

CHARMED

DEAFENED

FRIGHTENED

INCAPACIT.

INVISIBLE

PARALYZED

PETRIFIED

POISONED

RESTRAINED

STUNNED

UNCONSCI.

