CORK D&D · CHARACTER SHEET

CHARACTER NAME

CLASS & LEVEL	SUBCLASS	SPECIES	BACKGROUND	XP

PROFICIENCY BONUS	HEROIC INSPIRATION	ARMOUR CLASS	INITIATIVE	SPEED	SIZE	PASSIVE PERCEPTION
	○					

STRENGTH

- ○ ____ **Saving throw**
- ○ ____ Athletics

DEXTERITY

- ○ ____ **Saving throw**
- ○ ____ Acrobatics
- ○ ____ Sleight of Hand
- ○ ____ Stealth

CONSTITUTION

- ○ ____ **Saving throw**

INTELLIGENCE

- ○ ____ **Saving throw**
- ○ ____ Arcana
- ○ ____ History
- ○ ____ Investigation
- ○ ____ Nature
- ○ ____ Religion

WISDOM

- ○ ____ **Saving throw**
- ○ ____ Animal Handling
- ○ ____ Insight
- ○ ____ Medicine
- ○ ____ Perception
- ○ ____ Survival

CHARISMA

- ○ ____ **Saving throw**
- ○ ____ Deception
- ○ ____ Intimidation
- ○ ____ Performance
- ○ ____ Persuasion

HIT POINTS

CURRENT	MAX	TEMP

HIT DICE

SPENT	MAX

DEATH SAVES

SUCCESSES ○ ○ ○

FAILURES ○ ○ ○

WEAPONS & DAMAGE CANTRIPS

NAME	ATK / DC	DAMAGE & TYPE	NOTES

CLASS FEATURES

SPECIES TRAITS & FEATS

TRAINING & PROFICIENCIES

ARMOUR

WEAPONS

TOOLS

LANGUAGES

EQUIPMENT

CP	SP	EP	GP	PP

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SRD rules

CHARACTER NAME

SPELLCASTING CLASS	SPELLCASTING ABILITY	MODIFIER	SPELL SAVE DC	SPELL ATTACK BONUS

SPELL SLOTS

LEVEL 1	LEVEL 2	LEVEL 3	LEVEL 4	LEVEL 5	LEVEL 6	LEVEL 7	LEVEL 8	LEVEL 9
TOTAL	TOTAL	TOTAL	TOTAL	TOTAL	TOTAL	TOTAL	TOTAL	TOTAL
☐☐☐☐	☐☐☐	☐☐☐	☐☐☐	☐☐☐	☐☐	☐☐	☐	☐

CLASS RESOURCES

RESOURCE	MAX	USED	RECHARGE
		☐☐☐☐☐☐	
		☐☐☐☐☐☐	
		☐☐☐☐☐☐	
		☐☐☐☐☐☐	

CANTRIPS & PREPARED SPELLS

LVL	NAME	CASTING TIME	RANGE	C	R	M	NOTES
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				☐	☐	☐	
				☐	☐	☐	
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SRD rules

CHARACTER NAME

PORTRAIT

APPEARANCE

ALIGNMENT

BACKSTORY & PERSONALITY

ALLIES & ORGANISATIONS

ADDITIONAL FEATURES & TRAITS

TREASURE & MAGIC ITEMS

NOTES

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SRD rules