

<b>CHARACTER NAME</b>	LEVEL	AC	HIT POINTS	HIT DICE	DEATH SAVES
BACKGROUND	CLASS	SHIELD	TEMP	SPENT	◆◆◆ SUCCESS
SPECIES	SUBCLASS	◆	CURRENT	MAX	◆◆◆ FAILURE

## 5TH EDITION

**PROFICIENCY BONUS**

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**INTELLIGENCE**

MODIFIER SCORE

**INITIATIVE**

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**SPEED**

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**SIZE**

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**PASSIVE PERCEPTION**

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**STRENGTH**

MODIFIER SCORE

○ \_\_\_ Saving Throw

○ \_\_\_ Athletics

○ \_\_\_ Saving Throw

○ \_\_\_ Arcana

○ \_\_\_ History

○ \_\_\_ Investigation

○ \_\_\_ Nature

○ \_\_\_ Religion

**WEAPONS & DAMAGE CANTRIPS**

Name	Atk Bonus/DC	Damage	Notes

**DEXTERITY**

MODIFIER SCORE

○ \_\_\_ Saving Throw

○ \_\_\_ Acrobatics

○ \_\_\_ Sleight of Hand

○ \_\_\_ Stealth

**WISDOM**

MODIFIER SCORE

○ \_\_\_ Saving Throw

○ \_\_\_ Animal Handling

○ \_\_\_ Insight

○ \_\_\_ Medicine

○ \_\_\_ Perception

○ \_\_\_ Survival

**CLASS FEATURES**

● Action   ▲ Bonus Action   ◆ Reaction   ■ Limited Uses

**CONSTITUTION**

MODIFIER SCORE

○ \_\_\_ Saving Throw

**CHARISMA**

MODIFIER SCORE

○ \_\_\_ Saving Throw

○ \_\_\_ Deception

○ \_\_\_ Intimidation

○ \_\_\_ Performance

○ \_\_\_ Persuasion

**HEROIC INSPIRATION**

**EQUIPMENT TRAINING & PROFICIENCIES**

ARMOR TRAINING   ◆Light   ◆Medium   ◆Heavy   ◆Shields

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WEAPONS

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TOOLS

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**SPECIES TRAITS**

**FEATS**

# 5TH EDITION C O M P A T I B L E

SPELLCASTING ABILITY	
	SPELLCASTING ABILITY MODIFIER
	SPELLCASTING DC
	SPELL ATK MODIFIER

SPELL SLOTS					
		Total	Used		
Level 1	_____	◇◇◇◇		Level 4	_____
Level 2	_____	◇◇◇		Level 5	_____
Level 3	_____	◇◇◇		Level 6	_____
				Level 7	_____
				Level 8	_____
				Level 9	_____

### APPEARANCE

### HISTORY & PERSONALITY

Alignment: \_\_\_\_\_

PREPARED SPELLS				
Level	Name	Casting Time & Duration	Concentration, Rituals and Material Comp.	Notes
			◇ C ◇ R ◇ M	
			◇ C ◇ R ◇ M	
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			◇ C ◇ R ◇ M	

### LANGUAGES

### INVENTORY

Magic Item Attunements:

◇ \_\_\_\_\_

◇ \_\_\_\_\_

◇ \_\_\_\_\_

### COINS

CP	SP	EP	GP	PP
▲	▲	▲	▲	▲
v	v	v	v	v