

CHARACTER NAME		 LEVEL XP	AC	HIT POINTS		HIT DICE	DEATH SAVES ◇◇◇ SUCCESS ◇◇◇ FAILURE
BACKGROUND	CLASS			TEMP	SPENT		
SPECIES	SUBCLASS		SHIELD	CURRENT	MAX	MAX	

## 5TH EDITION

**PROFICIENCY BONUS**

**INTELLIGENCE**

**INITIATIVE**

**SPEED**

**SIZE**

**PASSIVE PERCEPTION**

**STRENGTH**

MODIFIER SCORE

- ☐ Saving Throw
- ☐ Arcana
- ☐ History
- ☐ Investigation
- ☐ Nature
- ☐ Religion

**WEAPONS & DAMAGE CANTRIPS**

Name	Damage	Cantrip	Notes

**DEXTERITY**

MODIFIER SCORE

- ☐ Saving Throw
- ☐ Animal Handling
- ☐ Insight
- ☐ Medicine
- ☐ Perception
- ☐ Survival

**CLASS FEATURES**

Feature	Description

**CONSTITUTION**

MODIFIER SCORE

- ☐ Saving Throw
- ☐ Deception
- ☐ Intimidation
- ☐ Performance
- ☐ Persuasion

**HEROIC INSPIRATION**

**EQUIPMENT TRAINING & PROFICIENCIES**

ARMOR TRAINING	◇Light ◇Medium ◇Heavy ◇Shields
WEAPONS	
TOOLS	

**SPECIES TRAITS**

**FEATS**