

CHARACTER NAME

BACKGROUND

SPECIES

CLASS

SUBCLASS

LEVEL

XP

ARMOR CLASS

SHIELD

HIT POINTS

CURRENT

TEMP

MAX

HIT DICE

SPENT

MAX

DEATH SAVES

SUCCESSSES

FAILURES



PROFICIENCY BONUS

INTELLIGENCE

MODIFIER

SCORE

☐ Saving Throw

☐ Arcana

☐ History

☐ Investigation

☐ Nature

☐ Religion

INITIATIVE

SPEED

SIZE

PASSIVE PERCEPTION

STRENGTH

MODIFIER

SCORE

☐ Saving Throw

☐ Athletics

WISDOM

MODIFIER

SCORE

☐ Saving Throw

☐ Animal Handling

☐ Insight

☐ Medicine

☐ Perception

☐ Survival

DEXTERITY

MODIFIER

SCORE

☐ Saving Throw

☐ Acrobatics

☐ Sleight of Hand

☐ Stealth

CONSTITUTION

MODIFIER

SCORE

☐ Saving Throw

CHARISMA

MODIFIER

SCORE

☐ Saving Throw

☐ Deception

☐ Intimidation

☐ Performance

☐ Persuasion

HEROIC INSPIRATION

WEAPONS & DAMAGE CANTRIPS

| Name | Atk Bonus / DC | Damage & Type | Notes |
|------|----------------|---------------|-------|
|      |                |               |       |
|      |                |               |       |
|      |                |               |       |
|      |                |               |       |
|      |                |               |       |
|      |                |               |       |
|      |                |               |       |
|      |                |               |       |
|      |                |               |       |

CLASS FEATURES

EQUIPMENT TRAINING & PROFICIENCIES

ARMOR TRAINING 

Light

Medium

Heavy

Shields

WEAPONS

TOOLS

SPECIES TRAITS

FEATS

[illegible]

## BACKSTORY & PERSONALITY

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A large rectangular area filled with a light gray grid pattern, intended for drawing or writing.

**Alignment**

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[illegible][illegible]

**COINS**

| CP | SP | EP | GP | PP |
|----|----|----|----|----|
|    |    |    |    |    |

**Additional Spell Notes**

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### Additional Spell Notes

This worksheet is designed for the 'Five Whys' technique. It includes a large box at the top for the initial problem statement and five smaller boxes below it, each with a triangle above and below, representing the five 'whys'.

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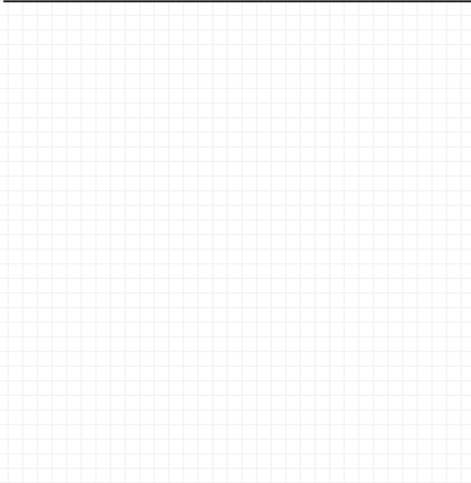
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