

CHARACTER NAME

BACKGROUND

SPECIES

CLASS

SUBCLASS

LEVEL

XP

AC

SHIELD

HIT POINTS

CURRENT

TEMP

MAX

HIT DICE

SPENT

MAX

DEATH SAVES

SUCCESS

FAILURE

5TH EDITION

PROFICIENCY BONUS

INTELLIGENCE

MODIFIER

SCORE

Saving Throw

Arcana

History

Investigation

Nature

Religion

INITIATIVE

SPEED

SIZE

PASSIVE PERCEPTION

WEAPONS & DAMAGE CANTRIPS			
Name	Atk Bonus/DC	Damage	Notes

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

CLASS FEATURES

Action

Bonus Action

Reaction

Limited Uses

EQUIPMENT TRAINING & PROFICIENCIES

ARMOR TRAINING

Light

Medium

Heavy

Shields

WEAPONS

TOOLS

SPECIES TRAITS

FEATS

Document made by u/Beaoudix. Permission is given to photocopy this document for personal use only.

SPELL SLOTS															
<u>Total</u> <u>Used</u>				<u>Total</u> <u>Used</u>				<u>Total</u> <u>Used</u>							
Level 1	_____	◆	◆	◆	◆	Level 4	_____	◆	◆	◆	◆	Level 7	_____	◆	◆
Level 2	_____	◆	◆	◆	◆	Level 5	_____	◆	◆	◆	◆	Level 8	_____	◆	◆
Level 3	_____	◆	◆	◆	◆	Level 6	_____	◆	◆	◆	◆	Level 9	_____	◆	◆

APPEARANCE	

HISTORY & PERSONALITY

(The main body of the form contains a large grid of small squares for notes.)

Alignment:

[illegible][illegible]

COINS				
CP	SP	EP	GP	PP
V	V	V	V	V