

CHARACTER NAME

BACKGROUND

SPECIES

CLASS

SUBCLASS

LEVEL

XP

ARMOR CLASS

SHIELD

HIT POINTS

CURRENT

TEMP

MAX

HIT DICE

SPENT

MAX

DEATH SAVES

SUCCESSSES

FAILURES

FIFTH EDITION

PROFICIENCY BONUS

HEROIC INSPIRATION

STRENGTH

MODIFIER SCORE

☐ Saving Throw

☐ Athletics

DEXTERITY

MODIFIER SCORE

☐ Saving Throw

☐ Initiative

☐ Acrobatics

☐ Sleight of Hand

☐ Stealth

CONSTITUTION

MODIFIER SCORE

☐ Saving Throw

INTELLIGENCE

MODIFIER SCORE

☐ Saving Throw

☐ Arcana

☐ History

☐ Investigation

☐ Nature

☐ Religion

WISDOM

MODIFIER SCORE

☐ Saving Throw

☐ Animal Handling

☐ Insight

☐ Medicine

☐ Perception

☐ Survival

CHARISMA

MODIFIER SCORE

☐ Saving Throw

☐ Deception

☐ Intimidation

☐ Performance

☐ Persuasion

SPEED

CONDITION

☐ BLINDED
 ☐ FRIGHTENED
 ☐ PARALYZED
 ☐ RESTRAINED

☐ CHARMED
 ☐ INCAPACITATED
 ☐ PETRIFIED
 ☐ STUNNED

☐ DEAFENED
 ☐ INVISIBLE
 ☐ POISONED
 ☐ UNCONSCIOUS

EXHAUSTION

LEVEL

WEAPONS & DAMAGE CANTRIPS			
Name	Atk Bonus / DC	Damage & Type	Notes

CLASS FEATURES

EQUIPMENT TRAINING & PROFICIENCIES

ARMOR TRAINING

☐ Light
 ☐ Medium
 ☐ Heavy
 ☐ Shields

WEAPONS TRAINING

☐ Simple
 ☐ Martial
 ☐ Improvised

TOOLS AND OTHER WEAPONS

SPECIES TRAITS

SIZE ☐ Small ☐ Medium

LANGUAGES

FEATS

MASTERIES

SPELLCASTING ABILITY	
	SPELLCASTING MODIFIER
	SPELL SAVE DC
	SPELL ATTACK BONUS

SPELL ATTACK BONUS

SPELL SLOTS											
Total		Expended		Total		Expended		Total		Expended	
LEVEL 1	_____	◆◆◆◆	LEVEL 4	_____	◆◆◆◆	LEVEL 7	_____	◆◆			
LEVEL 2	_____	◆◆◆◆	LEVEL 5	_____	◆◆◆◆	LEVEL 8	_____	◆			
LEVEL 3	_____	◆◆◆◆	LEVEL 6	_____	◆◆	LEVEL 9	_____	◆			

LEVEL 9

APPEARANCE

CANTRIPS & PREPARED SPELLS					
Level	Name	Casting Time	Range	Concentration, Ritual & Spell Components	Notes
				C R V S M	
				C R V S M	
				C R V S M	
				C R V S M	
				C R V S M	
				C R V S M	
				C R V S M	
				C R V S M	
				C R V S M	
				C R V S M	
				C R V S M	
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				C R V S M	
				C R V S M	
				C R V S M	
				C R V S M	
				C R V S M	
				C R V S M	
				C R V S M	

Level	Name	Casting Time	Range	Concentration, Ritual & Spell Components	Notes
				C  R  V  S  M 	
				C  R  V  S  M 	
				C  R  V  S  M 	
				C  R  V  S  M 	
				C  R  V  S  M 	
				C  R  V  S  M 	
				C  R  V  S  M 	
				C  R  V  S  M 	
				C  R  V  S  M 	
				C  R  V  S  M 	
				C  R  V  S  M 	
				C  R  V  S  M 	
				C  R  V  S  M 	
				C  R  V  S  M 	
				C  R  V  S  M 	
				C  R  V  S  M 	
				C  R  V  S  M 	
				C  R  V  S  M 	
				C  R  V  S  M 	
				C  R  V  S  M 	

EQUIPMENT	
ARMOR WORN	
WEAPONS	
OTHER GEAR	
Attuned Magic Item	

OTHER GEAR

Attuned Magic Item

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[illegible]

COINS				
CP	SP	EP	GP	PP

Other Wealth

Other Wealth