CHARACTER NAME

BACKGROUND | CLASS

SPECIES | SUBCLASS

LEVEL

XP

AC

SHIELD

HIT POINTS

CURRENT | TEMP

MAX

HIT DICE

SPENT

MAX

DEATH SAVES

SUCCESS

FAILURE

5TH EDITION

PROFICIENCY BONUS

INITIATIVE

SPEED

SIZE

PASSIVE PERCEPTION

STRENGTH

MODIFIER | SCORE

- Saving Throw
- Athletics

DEXTERITY

MODIFIER | SCORE

- Saving Throw
- 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

HEROIC INSPIRATION

WEAPONS & DAMAGE CANTRIPS

Name	Atk Bonus/DC	Damage	Notes

CLASS FEATURES

Action | Bonus Action | Reaction | Limited Uses

SPECIES TRAITS

FEATS

EQUIPMENT TRAINING & PROFICIENCIES

ARMOR TRAINING: Light | Medium | Heavy | Shields

WEAPONS

TOOLS

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