

Character name & Class

Level

Background

Player name

Armour Class

Initiative

Speed

Saving
ThrowsPhysical
+ReflexesCharter
+Aptitude

Strength

Agility

Constitution

Intelligence

Charisma

Hit point Maximum _____

Stamina Maximum _____

Current Hit Points

Current Stamina

Temporary Hit Points

> 50%

Stamina Thresholds
> 25%

Total Hit Dice

Current Hit Dice

Weapon

Atk Bonus

Damage/Type

Magic Type

DC

Personality & Story

Attacks & Spellcasting

CP

SP

GP

Passive Perception:

Protection Bonus:

- ☐ +1 AC & Protection Bonus to Initiative
☐ Protection Bonus to Physical Saving Throws
☐ Protection Bonus to Charter Saving Throws

Other

Equipment

Class Features

[illegible]

Stamina Moves

Stamina moves cannot be performed whilst mounted.

Movement

Disengage -2 Stamina
You can spend 2 Stamina to be able to disengage as a bonus action.

Dash -2 Stamina
If you have not and will not use your action to dash this turn, you can spend 2 Stamina to be able to dash as a bonus action.

Standing Longjump -1 Stamina
By spending 1 Stamina you can double your jump distance for a standing longjump for this turn.

Attacking

Shove -1 Stamina
When using a shove attack, you can spend 1 stamina to double the shove distance.

Pushing Attack -1 Stamina
When performing a basic melee attack on a creature of your size or smaller, you can spend 1 stamina to make it a pushing attack. If it hits, the target is not only dealt the damage of the blow, but is also pushed 5ft away from you.

Trip Attack -3 Stamina
When performing a basic attack on a creature of size Large or smaller, you can spend 3 stamina to make it a tripping attack. On a hit, the target makes a Physical Strength saving throw opposed by your DC. On a failed save, the target is knocked prone.

Jumping attack -1 Stamina
When performing a basic melee attack, you can spend 1 stamina to gain 5ft additional reach for that attack. You have disadvantage on this attack.

Miscellaneous

Healing Surge -2 Stamina
As an action, you can spend a hit die and 2 stamina to gain half the value of the hit die + your Constitution modifier.

Rally -2 Stamina
On your turn, you can use your bonus action and spend 2 stamina to bolster the resolve of one of your companions. When you do so, choose a creature that can see or hear you. That creature gains temporary hit points equal to your level + your Charisma modifier.