



| |
|----------------|
| Character name |
| Player name |

| | |
|-------|-----------|
| Level | XP |
| Race | Alignment |

| | |
|-------------------|--|
| STRENGTH | SAVING THROW ATHLETICS |
| DEXTERITY | SAVING THROW ACROBATICS SLEIGHT OF HAND STEALTH |
| CONSTITUTION | SAVING THROW |
| INTELLIGENCE | SAVING THROW ARCANA HISTORY INVESTIGATION NATURE RELIGION |
| WISDOM | SAVING THROW ANIMAL HANDLING INSIGHT MEDICINE PERCEPTION SURVIVAL |
| CHARISMA | SAVING THROW DECEPTION INTIMIDATION PERFORMANCE PERSUASION |
| Proficiency Bonus | Passive Perception |

| | | | |
|---|----------------------|-----------|-------|
| AC | CONDITIONS | | |
| INITIATIVE | Maximum Temporary | | |
| SPEED | HIT POINTS | | |
| HIT DICE | | | |
| You can spend one or more hit dice at the end of a short rest. Roll each die and add your CON modifier. You regain HP equal to the total. Regain hit dice up to half your max. hit dice (min. of 1) after a long rest. | | | |
| Dice size | Max. dice | Dice left | |
| DEATH SAVING THROWS | | | |
| If you start your turn with 0 HP, roll a d20. If the roll is 10 or higher, mark off 1 success, otherwise, mark off 1 failure. 3 successes and you become stable, 3 failures and you die. Rolling a 1 counts as 2 failures. If you roll a 20, you regain 1 HP and regain consciousness. If you take damage while at 0 HP, mark off 1 failure. If you suffer a critical hit, mark off 2 failures. If the damage exceeds your max. HP, you suffer instant death. | | | |
| Successes | ○ ○ ○ | Failures | ○ ○ ○ |

| | |
|-------------------------------------|-----------|
| Weapon | Range |
| To hit | Damage |
| Weapon | Range |
| To hit | Damage |
| Ammunition | Count |
| Ammunition | Count |
| Number of attacks per attack action | ○ ○ ○ ○ ○ |

| | | |
|--------------------|--------|--|
| Currently Equipped | | |
| Currency | Amount | |
| Item | Count | |
| Item | Count | |
| Item | Count | |

FIGHTING STYLE @ Level 1 and 10

Select one Fighting Style at level 1 and another at level 10.

Archery

You gain a +2 bonus to attacks you make with ranged weapons.

Defense

While wearing armor, you gain a +1 bonus to AC.

Dueling

When you are wielding a melee weapon in one hand and no other weapons, you gain a +2 bonus to damage rolls with that weapon.

Great Weapon Fighting

When you roll a 1 or 2 on a damage die for an attack you make with a melee weapon that you are wielding with two hands, you can reroll the die. You must use the new roll.

Protection

When a creature you can see attacks a target other than you that is within 5 feet of you, you can use your reaction to impose disadvantage on the attack roll. You must be wielding a shield.

Two-Weapon Fighting

When you engage in two-weapon fighting, you can add your ability modifier to the damage of the second attack.

SECOND WIND @ Level 1

You can use your Bonus action to regain HP equal to $1d10 + \text{your fighter level}$. Regain after short or long rest.

Number of times used

ACTION SURGE @ Level 2 and 17

Take one extra action and possible bonus action on your turn. You can only use this feature once per turn. Regain after short or long rest.

Number of times used

INDOMITABLE @ Level 9, 13 and 17

Regain after short or long rest.

Number of times used

Notes

Armor, Weapon & Tool Proficiencies

| | |
|--|--|
| | |
| | |
| | |
| | |
| | |

Known Languages

| | |
|--|--|
| | |
| | |
| | |

Features & Other

| | |
|--|--|
| | |
| | |
| | |
| | |
| | |
| | |
| | |
| | |

| | |
|----------|--------|
| Currency | Amount |
| Item | Count |
| Item | Count |
| Item | Count |

FIGHTER