



DUNGEONS &amp; DRAGONS®

Current HP

Temp HP

Max HP

Hit Die

SAVE	STRENGTH	DEXTERITY	CONSTITUTION	INTELLIGENCE	WISDOM	CHARISMA
MOD						
STAT						

WEAPON

ATTACK

DAMAGE

ARMOR CLASS

INITIATIVE

feet

SPEED

PROFICIENCY BONUS

PASSIVE PERCEPTION

SUCCESSES

FAILURES

DEATH SAVES

### Actions

Attack – Melee or ranged weapons attack  
 Dash – Run at twice your normal speed  
 Disengage – Move w/o provoking attack  
 Dodge – Attacks on you at disadvantage  
 Grapple – Ath vs Ath/Acro  
 Help – Assist friend with action  
 Hide – (Stealth) check vs DC (Percept)  
 Ready – Prepare action response to trigger  
 Search – Possible (Percept) check  
 Shove – Ath vs Ath/Acro, 5' or prone  
 Use Object – Interact with an object

### Bonus Actions

### Special Skills

### Skills

- Acrobatics (Dex)
- Animal Handling (Wis)
- Arcana (Int)
- Athletics (Str)
- Deception (Cha)
- History (Int) (+6 if stone)
- Insight (Wis)
- Intimidation (Cha)
- Investigation (Int)
- Medicine (Wis)
- Nature (Int)
- Perception (Wis)
- Performance (Cha)
- Persuasion (Cha)
- Religion (Int)
- Sleight of Hand (Dex)
- Stealth (Dex)
- Survival (Wis)

### Movement

### Reactions

### Limited Use

Used	Slots	Short Day	Long Day

### Advantages

### Disadvantages



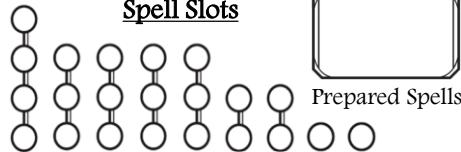
DUNGEONS & DRAGONS®

SPELLCASTING  
ABILITY

SPELL SAVE DC

SPELL ATTACK  
BONUS

Spell Slots



Action Spells

Bonus Action Spells

Reaction Spells

Notes

- \_\_\_\_\_
- \_\_\_\_\_
- \_\_\_\_\_
- \_\_\_\_\_
- \_\_\_\_\_
- \_\_\_\_\_

Extra

- \_\_\_\_\_
- \_\_\_\_\_
- \_\_\_\_\_
- \_\_\_\_\_
- \_\_\_\_\_
- \_\_\_\_\_

1 Minute Spells

- 

10 Minute Spells

- 

1 Hour Spells

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DUNGEONS & DRAGONS®

CLASS & LEVEL

BACKGROUND

GP

EP

RACE

ALIGNMENT

SP

CP

### Attuned Items

### Proficiencies

### Languages

### Carrying

### Special Skills

### Description

### Notes