

Current HP

Temp HP

Max HP

Hit Die

SAVE

MOD

STAT

STRENGTH

DEXTERITY

CONSTITUTION

INTELLIGENCE

WISDOM

CHARISMA

WEAPON

ATTACK

DAMAGE

ARMOR CLASS

INITIATIVE

feet

SPEED

PROFICIENCY BONUS

PASSIVE PERCEPTION

SUCCESSSES

FAILURES

DEATH SAVES

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)

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

Movement

Reactions

Limited Use

Used	Slots	Short	Long	Day
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Advantages

Disadvantages

SPELLCASTING
ABILITY

SPELL SAVE DC

SPELL ATTACK
BONUS

Spell Slots

Prepared Spells

Action Spells

Bonus Action Spells

Reaction Spells

Notes

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Extra

-
-
-
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-
-

1 Minute Spells

○

10 Minute Spells

○

1 Hour Spells

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CLASS & LEVEL

BACKGROUND

RACE

ALIGNMENT

GP

EP

SP

CP

Attuned Items

Proficiencies

Languages

Carrying

Special Skills

Description

Notes