

CHARACTER NAME

LEVEL & CLASS

PLAYER NAME

BACKGROUND

RACE

EXPERIENCE

Next Level

STRENGTH	STR ○ INT ○ DEX ○ WIS ○ CON ○ CHA RESISTANCES	MAXIMUM HIT POINTS PROFICIENCY BONUS ARMOR CLASS Temporary Hit Points: CURRENT HIT POINTS INITIATIVE SUCCESSES LEVEL DIE USED FAILURES DEATH SAVES HIT DICE SPEED	AC DESCRIPTION Armor Shield Dex ○ Medium Armor ○ Heavy Armor Magic Misc Misc ARMOR INSPIRATION ABILITY SAVE DC
DEXTERITY	SAVING THROWS	LIMITED FEATURES	ARMOR WEAPONS Light ○ Medium ○ Heavy ○ Shields Simple ○ Martial ○ Other Weapons: LANGUAGES TOOLS & OTHERS PROFICIENCIES
CONSTITUTION	SKILLS	ACTIONS BONUS ACTIONS REACTIONS	
INTELLIGENCE			
WISDOM			
CHARISMA			

PASSIVE WISDOM (PERCEPTION)	ATTACK NAME	RANGE	TO HIT	DAMAGE	DAMAGE TYPE
SENSES	DESCRIPTION				
AMMUNITION	NAME TOTAL	NAME TOTAL	ATTACKS: WEAPONS & CANTRIPS		

CLASS FEATURES	
A large area for listing class features.	

PERSONALITY TRAITS	
IDEALS	
BONDS	
FLAWS	

Feature Name:	
A large area for listing a specific feature.	
BACKGROUND FEATURE	
RACIAL TRAITS	

ADVENTURING GEAR	#	ADVENTURING GEAR	#
SUBTOTAL		SUBTOTAL	

**EQUIPMENT**

ADVENTURING GEAR	#	CP
		SP
		EP
		GP
		PP
WEIGHT CARRIED		
ENCUMBERED		
HEAVILY ENCUMBERED		
PUSH/DRAZ/LIFT		
SUBTOTAL		

**NOTES**

ADVENTURING GEAR	#	ADVENTURING GEAR	#
SUBTOTAL		SUBTOTAL	
<b>EXTRA EQUIPMENT</b>			

**OTHER HOLDINGS**

FEAT:

FEAT:

FEAT:

FEAT:

FEATS

MAGIC ITEM:

MAGIC ITEM:

MAGIC ITEM:

MAGIC ITEM:

MAGIC ITEM:

MAGIC ITEMS



CHARACTER NAME

GENDER	AGE	SIZE	HEIGHT	WEIGHT
ALIGNMENT	FAITH	HAIR	EYES	SKIN

A large, empty rectangular area for drawing a character portrait.

CHARACTER PORTRAIT

A large, lined rectangular area for writing character details.

ALLIES & ORGANIZATIONS

A large, lined rectangular area for writing about alliances and organizations, with a smaller box for an organization logo below it.

SYMBOL

A large, lined rectangular area for writing about character appearance.

APPEARANCE

A small, tabbed section for writing about lifestyle and daily price.

LIFESTYLE

DAILY PRICE

A large, lined rectangular area for writing character history.A large, lined rectangular area for writing about enemies.

ENEMIES

CHARACTER HISTORY

NAME	RACE	SIZE	HEIGHT	WEIGHT
	TYPE	AGE	GENDER	ALIGNMENT

STRENGTH	STR <input type="radio"/> <input type="radio"/> <input type="radio"/>	INT <input type="radio"/> <input type="radio"/> <input type="radio"/>
DEXTERITY	DEX <input type="radio"/> <input type="radio"/> <input type="radio"/>	WIS <input type="radio"/> <input type="radio"/> <input type="radio"/>
CONSTITUTION	CON <input type="radio"/> <input type="radio"/> <input type="radio"/>	CHA <input type="radio"/> <input type="radio"/> <input type="radio"/>
SAVING THROWS		

ARMOR CLASS	PROFICIENCY BONUS	Temporary HP: MAXIMUM HIT POINTS CURRENT HIT POINTS	SUCCESES FAILURES DEATH SAVES
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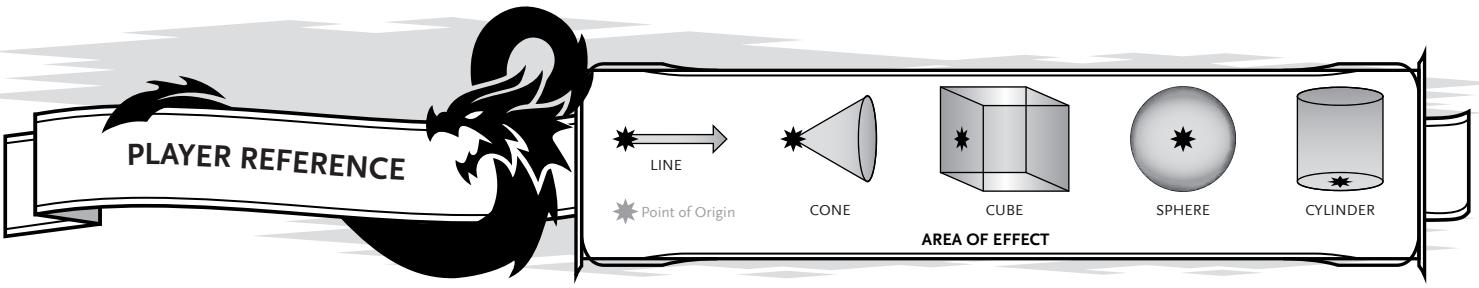
DEXTERITY	INITIATIVE	SPEED	ATTACK NAME	RANGE	TO HIT	DAMAGE	DAMAGE TYPE
CONSTITUTION	LEVEL USED	DIE HIT DICE	DESCRIPTION				
INTELLIGENCE				ATTACKS			
WISDOM							
CHARISMA							

SKILLS	FEATURES	TRAITS
WISDOM		
CHARISMA		

PASSIVE WISDOM (PERCEPTION)	SENSES	NOTES
REMARKS		

NOTES

NOTES


**ATTACK (ACTION)**

Make one melee or ranged attack with a weapon, or multiple attacks with the 'Extra Attack' class feature. (See the 'Attack Action' section below.)

**CAST A SPELL (CASTING TIME OF THE SPELL)**

Effect depends on the spell being cast.

**DASH (ACTION)**

Gain your speed as extra movement for this turn.

**DISENGAGE (ACTION)**

Your movement doesn't provoke opportunity attacks for the rest of the turn.

**DODGE (ACTION)**

Attack rolls from attackers you can see have disadvantage and you have advantage on Dex saving throws until the start of your next turn, until you become incapacitated or your speed drops to 0.

**ESCAPE (ACTION)**

Escape a grapple by winning a Str (Athletics) or Dex (Acrobatics) check vs. grappler's Str (Athletics) check.

**HELP (ACTION)**

Give an ally advantage on next ability check or attack roll vs. an opponent within 5 ft of you, if done before the start of your next turn.

**HIDE (ACTION)**

Hide from those that can't perceive you. Your Dex (Stealth) check is the DC for anybody's Wis (Perception) check to discover you.

**OVERRUN (ACTION OR BONUS ACTION)**

(DMG 272)

Move through hostile's space once by winning opposing Str (Athletics) check. Advantage if you are larger or disadvantage if you are smaller than the opponent.

**READY (ACTION)**

Choose an action that you will take in response to a set trigger. Taking the action uses your reaction. Readyng a spell requires concentration and expends the spell slot.

**SEARCH (ACTION)**

Search for something, possibly with a Wis (Perception) or Int (Investigation) check.

**TUMBLE (ACTION OR BONUS ACTION)**

(DMG 272)

Move through hostile's space once by winning opposing Dex (Acrobatics) check.

**USE OBJECT (ACTION)**

You can interact with an object once per turn for free. A second interaction and special cases take an action to complete (e.g. draw a second weapon, equip a shield, drink a potion, retrieve an item from a backpack).

**COMBAT ACTIONS**

(PHB 192)

**MELEE ATTACK (ONE ATTACK)**

Normal attack on target within 5 ft. If attacking with a light melee weapon in one hand, allowed to make an attack with a light melee weapon in other hand as a bonus action, see 'Two-Weapon Fighting'. If either weapon has the thrown property, it may be thrown as part of this action.

<b>HALF</b>	+2 AC and Dex saving throws
<b>3/4</b>	+5 AC and Dex saving throws
<b>TOTAL</b> Can't be targeted directly by attack or spell	
<b>COVER</b> (PHB 196)	

**RANGED ATTACK (ONE ATTACK)**

Normal attack if up to normal range (first number). Disadvantage on the attack if up to long range (second number). Disadvantage on the attack if a hostile that is not incapacitated is within 5 ft and can see the attacker.

**TWO-WEAPON FIGHTING (BONUS ACTION WITH ATTACK ACTION)**

If making an attack with a light melee weapon in one hand, allowed to make an attack with a light melee weapon in other hand as a bonus action. This off-hand attack can't add a positive ability score modifier to the damage roll. If the weapon has the thrown property, it may be thrown as part of this action.

**DISMARM (INSTEAD OF ONE ATTACK)**

Knock an item from grasp by winning weapon attack roll vs. opponent's Str (Athletics) or Dex (Acrobatics) check. Disadvantage on the weapon attack roll if the item is being held with two or more hands. Larger opponents have advantage and smaller have disadvantage.

**GRAPPLING (INSTEAD OF ONE ATTACK)**

With a free hand, give the grappled condition to an opponent that is within reach and up to one size larger than you by winning Str (Athletics) check vs. opponent's Str (Athletics) or Dex (Acrobatics) check.

**MARK (WITH MELEE ATTACK)**

With a melee attack you can mark the target of that attack. The next opportunity attack against the marked target before the end of your next turn has advantage and doesn't cost you your reaction.

**SHOVE (INSTEAD OF ONE ATTACK)**

Move opponent 5 ft or make prone by winning opposing Str (Athletics) check. Disadvantage if trying to move the opponent to a side rather than to directly away from you.

**ATTACK ACTION**

(PHB 195)

**MOVE (LIMITED BY MOVEMENT SPEED)**

You can move your movement speed every turn. You can break up your movement between actions. You can switch back and forth between different types (e.g. from flying to walking), by subtracting the distance already moved from the new speed.

You can freely move through a nonhostile's space, and through a hostile's space if it is two sizes larger or smaller than you. Another creature's space counts as difficult terrain.

**CLIMB / SWIM (AT 1/2 SPEED)**

May involve a Str (Athletics) check if the climb / swim is difficult.

**CRAWL (AT 1/2 SPEED)**

Crawl while prone (see conditions). Dropping prone costs no movement speed.

**DIFFICULT TERRAIN (AT 1/2 SPEED)**

Moving through difficult terrain costs twice as much speed. Another creature's space counts as difficult terrain.

**JUMP**

After moving at least 10 feet on foot, you can jump your Str score in feet straight forward, or 3 + your Str modifier in feet up. The jump distance is halved when performing a standing jump.

**STAND UP (COSTS 1/2 SPEED)**

Standing up from being prone costs half your movement speed for this turn.

**MOVEMENT**

(PHB 182)

**FORCED MARCH**

Marching more than 8 hours per day requires a Con saving throw at DC 10 + 1 per additional hour, at the end of each additional hour. If failed, suffer one level of exhaustion (see conditions).

**FOOD (ONE POUND PER DAY)**

Go without food for 3 + Con modifier of consecutive days (1 day minimum). At the end of each day beyond that, suffer one level of exhaustion (see conditions).

**WATER (ONE GALLON PER DAY)**

If only half a gallon is consumed, DC 15 Con saving throw at end of day. If failed or consumed less than half, suffer one level of exhaustion, or two levels of exhaustion if currently already exhausted (see conditions).

**FALLING**

1d6 bludgeoning damage per 10 feet fallen, to a maximum of 20d6. End prone if taken any damage from the fall.

**SUFFOCATING**

Hold breath for 1 + Con modifier in minutes (30 seconds minimum). After that, survive for Con modifier in rounds, after which drop to 0 hit points and dying.

**SHORT REST**

A short rest takes 1 hour of doing nothing too strenuous. At the end of the rest, spend hit dice to regain hit points.

**LONG REST**

A long rest takes 8 hours with nothing too strenuous for more than 1 hour of that. Regain all hit points and half hit dice at end. If food and water are consumed, reduce exhaustion level by 1. Maximum of 1 long rest per 24 hours.

LIGHTLY OBSCURED	(dim light)	Disadvantage on sight Perception checks
HEAVILY OBSCURED	(darkness)	Effectively blinded (see conditions)
BLINDSIGHT Out to range, perceive without sight.		
DARKVISION Out to range, treat dim light as bright light. Can't see colors.		
TRUESIGHT Out to range, perceive everything regardless of (magical) darkness, invisibility, illusions, shapechanging, or ethereality.		

**LIGHT & VISION**

(PHB 183)

PACE	MINUTE	HOUR	DAY	EFFECT
Fast	400 feet	4 miles	30 miles	-5 passive Perception
Normal	300 feet	3 miles	24 miles	—
Slow	200 feet	2 miles	18 miles	Able to use stealth

**TRAVEL PACE**

(PHB 182)

**ENVIRONMENT**

(PHB 183)