

Name: _____ Player: _____
Class: _____
Experience: _____ Next level: _____
Background: _____
Race: _____ Size: _____ Height: _____ Weight: _____
Gender: _____ Hair: _____ Eyes: _____ Skin: _____
Age: _____ Alignment: _____ Faith: _____

Skills

Adv Dis	BONUS	NAME (ABILITY)	PROF. EXP.
▲	<input type="checkbox"/>		<input type="checkbox"/> <input type="checkbox"/>
▼	<input type="checkbox"/>		<input type="checkbox"/> <input type="checkbox"/>
▲	<input type="checkbox"/>		<input type="checkbox"/> <input type="checkbox"/>
▼	<input type="checkbox"/>		<input type="checkbox"/> <input type="checkbox"/>
▲	<input type="checkbox"/>		<input type="checkbox"/> <input type="checkbox"/>
▼	<input type="checkbox"/>		<input type="checkbox"/> <input type="checkbox"/>
▲	<input type="checkbox"/>		<input type="checkbox"/> <input type="checkbox"/>
▼	<input type="checkbox"/>		<input type="checkbox"/> <input type="checkbox"/>
▲	<input type="checkbox"/>		<input type="checkbox"/> <input type="checkbox"/>
▼	<input type="checkbox"/>		<input type="checkbox"/> <input type="checkbox"/>
▲	<input type="checkbox"/>		<input type="checkbox"/> <input type="checkbox"/>
▼	<input type="checkbox"/>		<input type="checkbox"/> <input type="checkbox"/>
▲	<input type="checkbox"/>		<input type="checkbox"/> <input type="checkbox"/>
▼	<input type="checkbox"/>		<input type="checkbox"/> <input type="checkbox"/>
▲	<input type="checkbox"/>		<input type="checkbox"/> <input type="checkbox"/>
▼	<input type="checkbox"/>		<input type="checkbox"/> <input type="checkbox"/>
▲	<input type="checkbox"/>		<input type="checkbox"/> <input type="checkbox"/>
▼	<input type="checkbox"/>		<input type="checkbox"/> <input type="checkbox"/>
▲	<input type="checkbox"/>		<input type="checkbox"/> <input type="checkbox"/>
▼	<input type="checkbox"/>		<input type="checkbox"/> <input type="checkbox"/>
▲	<input type="checkbox"/>		<input type="checkbox"/> <input type="checkbox"/>
▼	<input type="checkbox"/>		<input type="checkbox"/> <input type="checkbox"/>
▲	<input type="checkbox"/>		<input type="checkbox"/> <input type="checkbox"/>
▼	<input type="checkbox"/>		<input type="checkbox"/> <input type="checkbox"/>
▲	<input type="checkbox"/>		<input type="checkbox"/> <input type="checkbox"/>
▼	<input type="checkbox"/>		<input type="checkbox"/> <input type="checkbox"/>
▲	<input type="checkbox"/>		<input type="checkbox"/> <input type="checkbox"/>
▼	<input type="checkbox"/>		<input type="checkbox"/> <input type="checkbox"/>

Ability Save DC

Senses

Passive Perception

Proficiency Bonus

INSPIRATION

Limited Features

FEATURE MAX. USAGES RECOVERY USED

Saving Throw Advantages / Disadvantages

Defense



<input type="checkbox"/> ARMOR BONUS	<input type="checkbox"/>	AC DURING REST	
<input type="checkbox"/> SHIELD BONUS	<input type="checkbox"/>		
<input type="checkbox"/> +	<input type="checkbox"/>		
<input type="checkbox"/> DEXTERITY MOD	<input type="checkbox"/> MEDIUM ARMOR (MOD = 0) <input type="checkbox"/> STEALTH DISADV.		
<input type="checkbox"/> +	<input type="checkbox"/> HEAVY ARMOR (MOD = 0)		
<input type="checkbox"/> MAGIC	<input type="checkbox"/>		
<input type="checkbox"/> +	<input type="checkbox"/>		
<input type="checkbox"/> MISC MOD 1	<input type="checkbox"/>		
<input type="checkbox"/> +	<input type="checkbox"/>		
<input type="checkbox"/> MISC MOD 2	<input type="checkbox"/>		
		RESISTANCE	
		<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	
		HALF DAMAGE	
		<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	
		ATTACKS PER ACTION	<input type="checkbox"/> □ □ ▾

Attacks

WEAPON / DESCRIPTION	RANGE	TO HIT	DAMAGE	DAMAGE TYPE	
_____	_____	_____	_____	_____	
_____	_____	_____	_____	_____	
_____	_____	_____	_____	_____	
_____	_____	_____	_____	_____	

TYPE	TOTAL
AMMUNITION	_____

TYPE	TOTAL
AMMUNITION	_____

Health



HP CURRENT MAX HIT POINTS

TEMPORARY HP

WOUNDS

HIT DICE	X	+	
LEVEL	X	+	
Die	X	+	
Con	X	+	
Used	X	+	
DC10	I	II	III
LIVE	I	II	III
DEATH SAVING THROWS	III	II	I

Actions

MAXIMUM OF 1 ACTION, 1 BONUS ACTION, AND 1 REACTION PER TURN.

BONUS ACTIONS

REACTIONS

USED THIS ROUND

Racial Traits

Class Features

Background Feature

LIGHT MEDIUM HEAVY SHIELDS OTHER:
 SIMPLE MARTIAL OTHER:

Languages

Tools & Others

PERSONALITY TRAITS

IDEAL

BOND

FLAW

FEAT:

FEAT:

FEAT:

FEAT:

ADVENTURING GEAR

ADVENTURING GEAR

#

#

SUBTOTAL

SUBTOTAL

ENCUMBERED

STR ×
~

HEAVILY ENCUMBERED

STR ×
~
DISADV. STR, DEX, CON

PUSH/DRAG/LIFT

STR ×
SPEED =

PLATINUM
= 10 GP

GOLD
= 10 SP

ELECTRUM
= 5 SP

SILVER
= 10 CP

COPPER
LIFESTYLE

GEAR & COINS

DAILY PRICE: []

GEMS AND OTHER VALUABLES:

Exhaustion

LEVEL	EFFECT (CUMULATIVE)
1	<input type="checkbox"/> Disadvantage on Ability Checks
2	<input type="checkbox"/> Speed halved
3	<input type="checkbox"/> Disadvantage on Attack Rolls and Saving Throws
4	<input type="checkbox"/> Hit Point maximum halved
5	<input type="checkbox"/> Speed reduced to 0
6	<input type="checkbox"/> Death

FINISHING A LONG REST REDUCES THE EXHAUSTION LEVEL BY 1, PROVIDED THAT YOU ALSO INGESTED SOME FOOD AND DRINK.

Conditions

- Blinded**
Fail checks involving sight. Attacks have disadvantage. Enemy attacks have advantage.
 - Charmed**
Can't harm/attack charmer. Charmer has advantage on ability checks to interact socially.
 - Deafened**
Fail checks involving hearing.
 - Frightened**
Disadvantage to checks/attacks while source of fear is in sight. Can't willingly move closer to the source of fear.
 - Grappled**
Speed drops to 0, regardless of any bonus.
 - Incapacitated**
Can't take actions or reactions.
 - Invisible**
Can't be seen, but noise and tracks. Attacks have advantage, enemy attacks disadvantage.
 - Paralyzed**
Incapacitated. Can't move or speak. Fail Str and Dex saving throws. Enemy attacks have advantage. Enemy attacks within 5 ft are critical hits.
 - Petrified**
Incapacitated. Can't move or speak. Unaware of surroundings. Resistance to all damage. Immune to poison/disease. Fail Str and Dex saving throws. Enemy attacks have advantage. Stop aging. Weight increases by factor 10.
 - Poisoned**
Disadvantage on attack rolls and ability checks.
 - Prone**
Crawl (at $\frac{1}{2}$ speed) or stand up (costs $\frac{1}{2}$ speed). Attacks have disadvantage. Enemy attacks have advantage within 5 ft and disadvantage if further away.
 - Restrained**
Speed 0, regardless of bonus. Disadvantage on Dex saving throws. Attacks have disadvantage. Enemy attacks have advantage.
 - Stunned**
Incapacitated. Can't move. Can speak only falteringly. Fail Str and Dex saving throws. Enemy attacks have advantage.
 - Unconscious**
Incapacitated. Can't move or speak. Unaware of surroundings. Drop everything. Fail Str and Dex saving throws. Enemy attacks have advantage. Enemy attacks within 5 ft are critical hits.

Magic Items

MAGIC ITEM

MAGIC ITEM:

FEAT:

FEAT:

FEAT:

FEATURE	MAX USAGES	RECOVERY	USED

ACTIONS

BONUS ACTIONS

REACTIONS

Character History

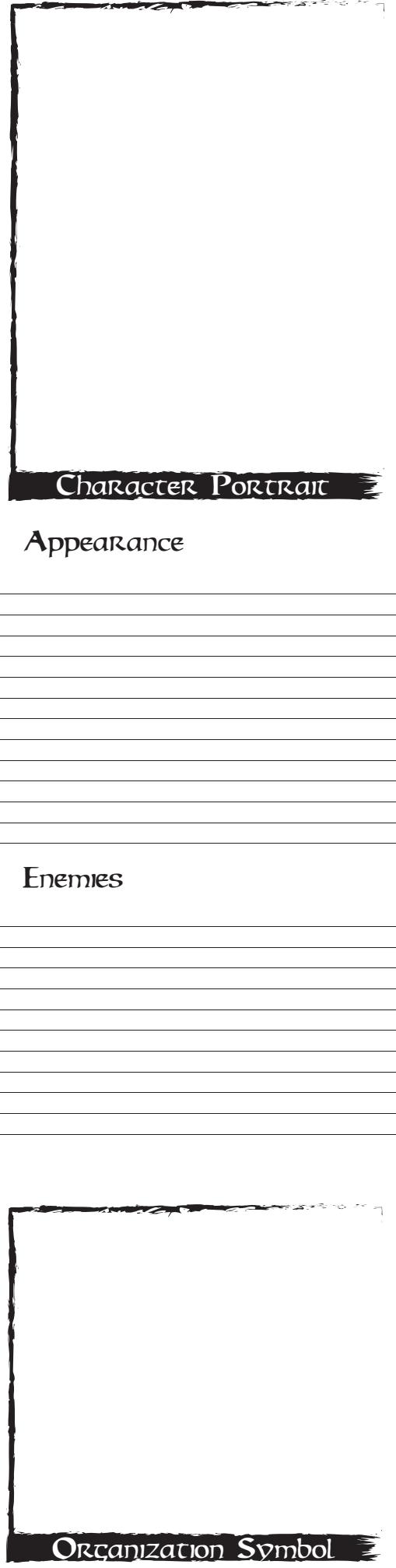
Allies & Organizations

Character Portrait

Appearance

Enemies

Organization Symbol



Name: _____ Gender: _____ Age: _____
Race: _____ Size: _____ Type: _____
Height: _____ Weight: _____ Alignment: _____

Skills

<input type="checkbox"/>	<input type="checkbox"/>

Attacks

ATTACK / DESCRIPTION RANGE TO HIT DAMAGE DAMAGE TYPE



Initiative

<input type="checkbox"/>	<input type="checkbox"/>
--------------------------	--------------------------

DEX MISC.

--	--

SPEED

Health

<input type="checkbox"/>	WOUNDS	Die	I	Live
TEMPORARY HP		II	II	III
		DC10	DC10	DC10
		Die	Die	Die
		Level	Die	Con
		x	+	Used

Defense



Senses

PASSIVE
PERCEPTION

Features

Proficiency Bonus

Traits

CHARACTER: _____