

Background

Alignment


Player's Name	Points	Rebounds	Assists	Blocks	Steals	Turnovers	Fouls	Minutes
Player A	22	10	5	2	3	4	2	30
Player B	18	8	3	1	2	2	3	25
Player C	25	12	7	3	4	5	4	35
Player D	20	9	6	2	3	3	2	28
Player E	15	6	4	1	2	2	1	20

Character Name

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

● Proficient | ◆ Expertise | ◐ Armor penalty

PASSIVE WISDOM (PERCEPTION)

INSPIRATION

VISION

SPEED

day

SENSES & MOVEMENT

PROFICIENCY BONUS

ARMOR CLASS

ARMOR, SHIELD, PROTECTIONS

ADVANTAGES, RESISTANCES, IMMUNITIES

INITIATIVE

HIT POINTS MAXIMUM _____

CURRENT HIT POINTS

TEMPORARY HIT POINTS

HIT DICE MAXIMUM

HIT DICE SPENT

Successes ☐ ☐ ☒ Failed ☐ ☐ ☒

DEATH SAVES

[illegible]

WEAPONS & AMMUNITIONS

[illegible]

▷ Refresh after short/long rest | ▶ Refresh after long rest | □ Use

COMBAT FEATURES

COMBAT FEATURES

Feats, abilities, and other features for quick reference in combat

[illegible]

CHARACTER DATA

NOTES

CHARACTER PORTRAIT

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SPELL SAVE DC

N° PREPARED SPELLS

SPELL SLOTS

USED SLOTS

1ST LEVEL

2ND LEVEL

3RD LEVEL

4TH LEVEL

5TH LEVEL

6TH LEVEL

7TH LEVEL

8TH LEVEL

9TH LEVEL

SORCERY POINTS

POINTS USED

SPELLCASTING ABILITY _____

1st LEVEL

2nd LEVEL

3rd LEVEL

4th LEVEL

5th LEVEL

6th LEVEL

7th LEVEL

9th LEVEL

CANTRIPS