

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"/>	Acrobatics (DEX)	<input type="checkbox"/> <input checked="" type="checkbox"/>
▼	<input type="checkbox"/>	Animal Handling (WIS)	<input type="checkbox"/> <input checked="" type="checkbox"/>
▲	<input type="checkbox"/>	Arcana (INT)	<input type="checkbox"/> <input checked="" type="checkbox"/>
▼	<input type="checkbox"/>	Athletics (STR)	<input type="checkbox"/> <input checked="" type="checkbox"/>
▲	<input type="checkbox"/>	Deception (CHA)	<input type="checkbox"/> <input checked="" type="checkbox"/>
▼	<input type="checkbox"/>	History (INT)	<input type="checkbox"/> <input checked="" type="checkbox"/>
▲	<input type="checkbox"/>	Insight (WIS)	<input type="checkbox"/> <input checked="" type="checkbox"/>
▼	<input type="checkbox"/>	Intimidation (CHA)	<input type="checkbox"/> <input checked="" type="checkbox"/>
▲	<input type="checkbox"/>	Investigation (INT)	<input type="checkbox"/> <input checked="" type="checkbox"/>
▼	<input type="checkbox"/>	Medicine (WIS)	<input type="checkbox"/> <input checked="" type="checkbox"/>
▲	<input type="checkbox"/>	Nature (INT)	<input type="checkbox"/> <input checked="" type="checkbox"/>
▼	<input type="checkbox"/>	Perception (WIS)	<input type="checkbox"/> <input checked="" type="checkbox"/>
▲	<input type="checkbox"/>	Performance (CHA)	<input type="checkbox"/> <input checked="" type="checkbox"/>
▼	<input type="checkbox"/>	Persuasion (CHA)	<input type="checkbox"/> <input checked="" type="checkbox"/>
▲	<input type="checkbox"/>	Religion (INT)	<input type="checkbox"/> <input checked="" type="checkbox"/>
▼	<input type="checkbox"/>	Sleight of Hand (DEX)	<input type="checkbox"/> <input checked="" type="checkbox"/>
▲	<input type="checkbox"/>	Stealth (DEX)	<input type="checkbox"/> <input checked="" type="checkbox"/>
▼	<input type="checkbox"/>	Survival (WIS)	<input type="checkbox"/> <input checked="" type="checkbox"/>
▲	<input type="checkbox"/>		<input type="checkbox"/> <input checked="" type="checkbox"/>
▼	<input type="checkbox"/>		<input type="checkbox"/> <input checked="" type="checkbox"/>

Ability Save DC

$$= 8 + \text{PROFICIENCY BONUS} +$$

Senses

Passive Perception

Limited Features

FEATURE

MAX. USAGES

RECOVERY

USED

Saving Throw Advantages / Disadvantages

Defense



Attacks

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

WEAPON / DESCRIPTION

RANGE TO HIT DAMAGE DAMAGE TYPE

<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"/>

TYPE TOTAL

TYPE TOTAL

AMMUNITION

AMMUNITION

Initiative

+

SPEED
ENCUMBERED

DEX
Misc.

Health



TEMPORARY HP

WOUNDS

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

HIT DICE

LEVEL

Die

Con

Used



Actions

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

<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"/>

Bonus Actions

Reactions

USED THIS ROUND

Racial Traits

Class Features

Light Medium Heavy Shields
 Simple Martial Other:

Languages

Tools & Others

PERSONALITY TRAITS

IDEAL

BOND

FLAW

FEAT:

FEAT:

FEAT:

FEAT:

ADVENTURING GEAR	#	ADVENTURING GEAR	#
<hr/> <hr/>	<hr/> <hr/>	<hr/> <hr/>	<hr/> <hr/>
SUBTOTAL			<hr/> <hr/>
<hr/> <hr/>			<hr/> <hr/>
ENCUMBERED	STR × ~	HEAVILY ENCUMBERED	STR × ~ DISADV. STR, DEX, CON
 PLATINUM = 10 GP	 GOLD = 10 SP	 ELECTRUM = 5 SP	 SILVER = 10 CP
PUSH/DRAG/LIFT	STR × SPEED =	COPPER	GEAR & COINS
	<hr/> <hr/>	<hr/> <hr/>	<hr/> <hr/>
DAILY PRICE: <input type="text"/>			<hr/> <hr/>
GEMS AND OTHER VALUABLES:			
<hr/> <hr/>			

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

<input type="checkbox"/> Blinded Fail checks involving sight; attacks have disadvantage; enemy attacks have advantage.
<input type="checkbox"/> Charmed Cannot harm the charmer; charmer has advantage on any social interaction.
<input type="checkbox"/> Deafened Fail checks involving hearing.
<input type="checkbox"/> Frightened Check and attacks have disadvantage when source of fear is in sight; cannot willingly move closer to the source of fear.
<input type="checkbox"/> Grappled Speed drops to 0.
<input type="checkbox"/> Incapacitated Cannot take actions or reactions.
<input type="checkbox"/> Invisible Cannot be seen (normally); attacks have advantage; enemy attacks have disadvantage.
<input type="checkbox"/> Paralyzed Become incapacitated; fail Str and Dex saving throws; enemy attacks have advantage; enemy attacks within 5 ft are critical hits; cannot speak, move or take physical actions.

<input type="checkbox"/> Petrified Become incapacitated; become paralyzed; gain resistance to all damage; stop aging; immune to poison or disease; weight increase by a factor of 10.
<input type="checkbox"/> Poisoned Ability checks have disadvantage; attacks have disadvantage.
<input type="checkbox"/> Prone Only move by crawling or stand up; attacks have disadvantage; enemy attacks have advantage if within 5 ft or have disadvantage otherwise.
<input type="checkbox"/> Restrained Speed drops to 0; attacks have disadvantage; enemy attacks have advantage; Dex saving throws have disadvantage.
<input type="checkbox"/> Stunned Become incapacitated; fail Str and Dex saving throws; enemy attacks have advantage; cannot move; can only speak falteringly.
<input type="checkbox"/> Unconscious Become incapacitated; fall prone and drop what is holding; fail Str and Dex saving throws; enemy attacks have advantage; enemy attacks within 5 ft are a critical hits.

Magic Items

<input type="checkbox"/> MAGIC ITEM:	<input type="checkbox"/> ATTUNED
<input type="checkbox"/> MAGIC ITEM:	<input type="checkbox"/> ATTUNED
<input type="checkbox"/> MAGIC ITEM:	<input type="checkbox"/> ATTUNED
<input type="checkbox"/> MAGIC ITEM:	<input type="checkbox"/> ATTUNED
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<input type="checkbox"/> MAGIC ITEM:	<input type="checkbox"/> ATTUNED
<input type="checkbox"/> MAGIC ITEM:	<input type="checkbox"/> ATTUNED
<input type="checkbox"/> MAGIC ITEM:	<input type="checkbox"/> ATTUNED

Character History

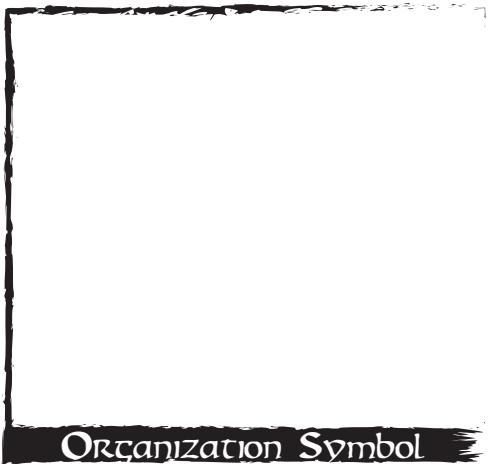
Allies & Organizations

Character Portrait

Appearance

Enemies

Organization Symbol



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

Skills

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

Defense



Senses

PASSIVE
PERCEPTION

Features

Proficiency Bonus

Attacks

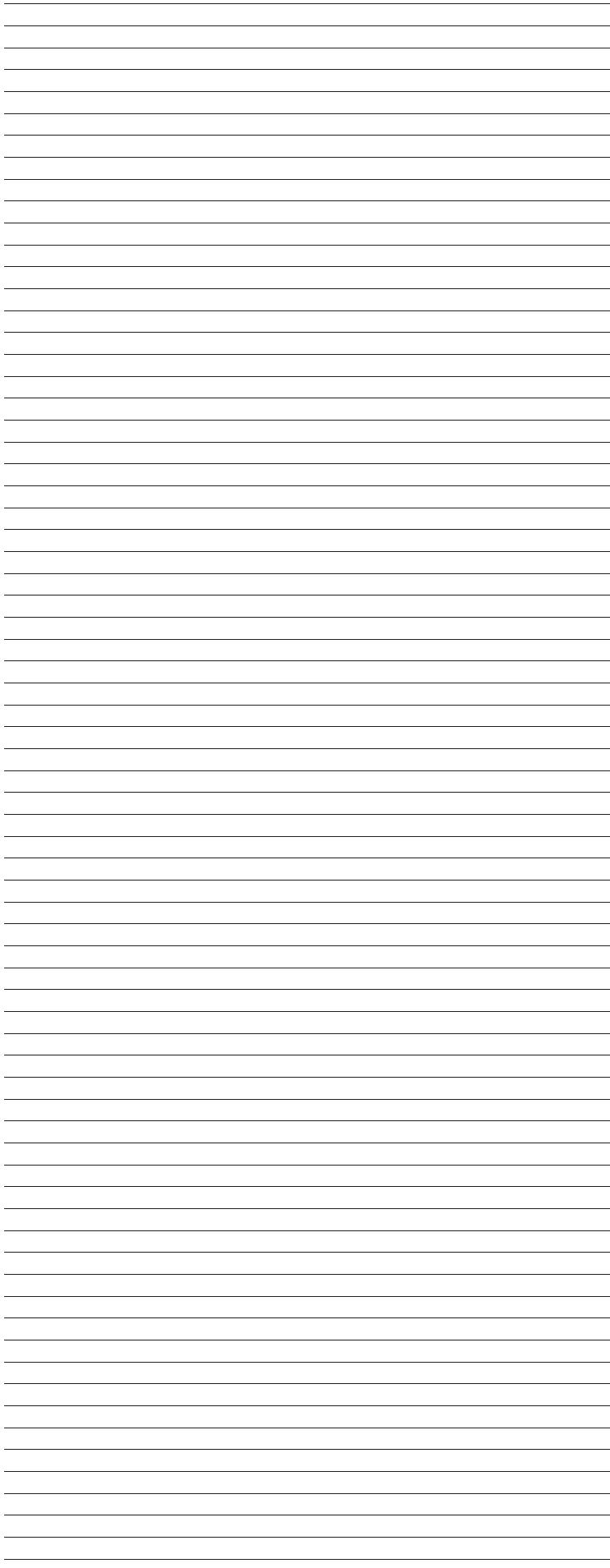
ATTACK / DESCRIPTION RANGE TO HIT DAMAGE DAMAGE TYPE

H Initiative +
DEX MISC.

Health

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

Traits



MAX USAGES

DURATION

LIMITATIONS

PROFICIENCY
BONUS

Type:

Size:

HD:

CR:

Skills

 Passive Perception

Combat



Initiative

SPEED

WOUNDS

TEMPORARY HP

Traits & Features

ATTACK / DESCRIPTION	RANGE	TO HIT	DAMAGE	DAMAGE TYPE

PROFICIENCY
BONUS

Type:

Size:

HD:

CR:

Skills

 Passive Perception

Combat



Initiative

SPEED

WOUNDS

TEMPORARY HP

Traits & Features

ATTACK / DESCRIPTION	RANGE	TO HIT	DAMAGE	DAMAGE TYPE

PROFICIENCY
BONUS

Type:

Size:

HD:

CR:

Skills

 Passive Perception

Combat



Initiative

SPEED

WOUNDS

TEMPORARY HP

Traits & Features

ATTACK / DESCRIPTION	RANGE	TO HIT	DAMAGE	DAMAGE TYPE

PROFICIENCY
BONUS

Type:

Size:

HD:

CR:

Skills

 Passive Perception

Combat



Initiative

SPEED

WOUNDS

TEMPORARY HP

Traits & Features

ATTACK / DESCRIPTION	RANGE	TO HIT	DAMAGE	DAMAGE TYPE