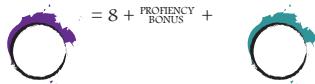


Name: _____ Player: _____
 Class: _____
 Experience: _____ Next level: _____
 Background: _____
 Race: _____ Size: _____ Height: _____ Weight: _____
 Gender: _____ Hair: _____ Eyes: _____ Skin: _____
 Age: _____ Alignment: _____ Faith: _____

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



Senses

Passive Perception

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"/> | RESISTANCE |
| <input type="checkbox"/> | DEXTERITY MOD | <input type="checkbox"/> | MEDIUM ARMOR (MAX =) |
| <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | HEAVY ARMOR (MOD = 0) 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 | □ ▾ |

Attacks

| WEAPON / DESCRIPTION | RANGE | TO HIT | DAMAGE | DAMAGE TYPE |
|----------------------|-------|--------|--------|-------------|
| | | | | |
| | | | | |
| | | | | |
| | | | | |
| | | | | |
| | | | | |
| | | | | |

| | |
|------|-------|
| TYPE | TOTAL |
|------|-------|

| | |
|------|-------|
| TYPE | TOTAL |
|------|-------|

AMMUNITION

Health

| | | | |
|---|--------------------------|--------------|---------------|
| HP | <input type="checkbox"/> | TEMPORARY HP | WOUNDS |
| CURRENT | | | |
| MAX HIT POINTS | | | |
| RECOVER HALF OF YOUR MAXIMUM HIT DICE AFTER A LONG REST. | | | |
| HIT DICE | x | + | |
| LEVEL | x | + | |
| DIE | x | + | |
| CON | x | + | |
| USED | x | + | |
| DEATH SAVING THROWS | I | II | III |

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"/> |
| BONUS ACTIONS | <input type="checkbox"/> | <input type="checkbox"/> |
| REACTIONS | <input type="checkbox"/> | <input type="checkbox"/> |
| USED THIS ROUND | <input type="checkbox"/> | |

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

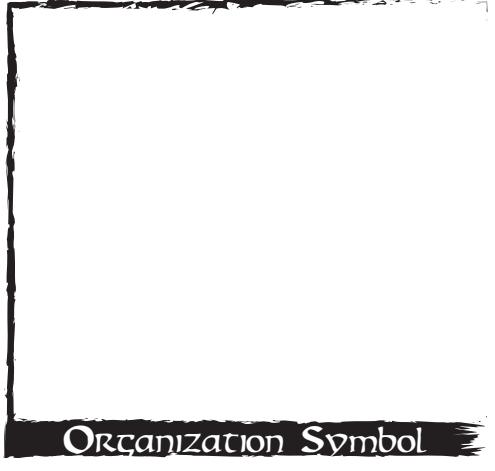
Allies & Organizations

Character Portrait

Appearance

Enemies

Organization Symbol



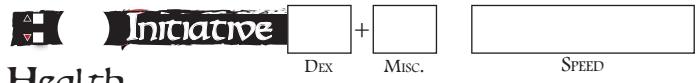
Name: _____ Gender: _____ Age: _____
Race: _____ Size: _____ Type: _____
Height: _____ Weight: _____ Alignment: _____

Skills

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

Attacks

ATTACK / DESCRIPTION RANGE TO HIT DAMAGE DAMAGE TYPE



Defense



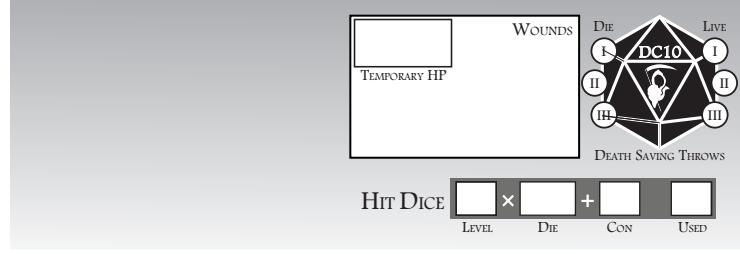
Senses

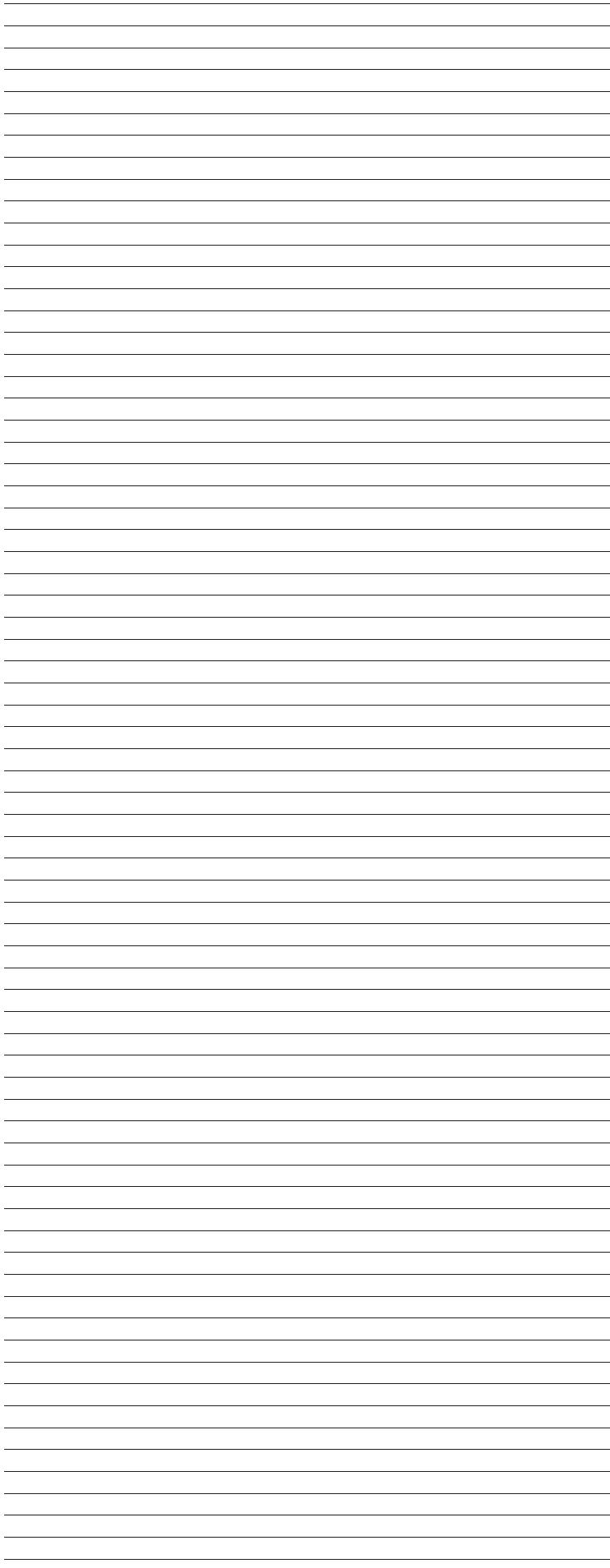
PASSIVE
PERCEPTION

Features

Proficiency Bonus

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 |
|----------------------|-------|--------|--------|-------------|
| | | | | |
| | | | | |