

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

Ability Save DC



Senses

Passive Perception

Proficiency Bonus

INSPIRATION

Limited Features

FEATURE	MAX. USAGES	RECOVERY	USED
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Saving Throw Advantages / Disadvantages

Defense



Attacks

<input type="checkbox"/> ARMOR BONUS	<input type="text"/>	AC DURING REST
<input type="checkbox"/> SHIELD BONUS	<input type="text"/>	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="text"/>	<input type="text"/>
<input type="checkbox"/> MISC MOD 1	<input type="text"/>	<input type="text"/>
<input type="checkbox"/> MISC MOD 2	<input type="text"/>	<input type="text"/>
		HALF DAMAGE
		<input type="checkbox"/> □ <input type="checkbox"/> ▽

WEAPON / DESCRIPTION

	RANGE	TO HIT	DAMAGE	DAMAGE TYPE

TYPE TOTAL
AMMUNITION

TYPE TOTAL
AMMUNITION

Skills

Adv Dis	BONUS	NAME (ABILITY)	PROF. EXP.
<input type="checkbox"/>	<input type="checkbox"/>	Acrobatics (DEX)	<input type="checkbox"/> <input type="checkbox"/>
<input type="checkbox"/>	<input type="checkbox"/>	Animal Handling (WIS)	<input type="checkbox"/> <input type="checkbox"/>
<input type="checkbox"/>	<input type="checkbox"/>	Arcana (INT)	<input type="checkbox"/> <input type="checkbox"/>
<input type="checkbox"/>	<input type="checkbox"/>	Athletics (STR)	<input type="checkbox"/> <input type="checkbox"/>
<input type="checkbox"/>	<input type="checkbox"/>	Deception (CHA)	<input type="checkbox"/> <input type="checkbox"/>
<input type="checkbox"/>	<input type="checkbox"/>	History (INT)	<input type="checkbox"/> <input type="checkbox"/>
<input type="checkbox"/>	<input type="checkbox"/>	Insight (WIS)	<input type="checkbox"/> <input type="checkbox"/>
<input type="checkbox"/>	<input type="checkbox"/>	Intimidation (CHA)	<input type="checkbox"/> <input type="checkbox"/>
<input type="checkbox"/>	<input type="checkbox"/>	Investigation (INT)	<input type="checkbox"/> <input type="checkbox"/>
<input type="checkbox"/>	<input type="checkbox"/>	Medicine (WIS)	<input type="checkbox"/> <input type="checkbox"/>
<input type="checkbox"/>	<input type="checkbox"/>	Nature (INT)	<input type="checkbox"/> <input type="checkbox"/>
<input type="checkbox"/>	<input type="checkbox"/>	Perception (WIS)	<input type="checkbox"/> <input type="checkbox"/>
<input type="checkbox"/>	<input type="checkbox"/>	Performance (CHA)	<input type="checkbox"/> <input type="checkbox"/>
<input type="checkbox"/>	<input type="checkbox"/>	Persuasion (CHA)	<input type="checkbox"/> <input type="checkbox"/>
<input type="checkbox"/>	<input type="checkbox"/>	Religion (INT)	<input type="checkbox"/> <input type="checkbox"/>
<input type="checkbox"/>	<input type="checkbox"/>	Sleight of Hand (DEX)	<input type="checkbox"/> <input type="checkbox"/>
<input type="checkbox"/>	<input type="checkbox"/>	Stealth (DEX)	<input type="checkbox"/> <input type="checkbox"/>
<input type="checkbox"/>	<input type="checkbox"/>	Survival (WIS)	<input type="checkbox"/> <input type="checkbox"/>
<input type="checkbox"/>	<input type="checkbox"/>		<input type="checkbox"/> <input type="checkbox"/>

Initiative +

DEX +
Misc.
SPEED
ENCUMBERED

Health

HP <input type="text"/>	CURRENT HP <input type="text"/>	MAX HIT POINTS <input type="text"/>	TEMPORARY HP <input type="text"/>	WOUNDS <input type="text"/>
HIT DICE	LEVEL	Die	Con	Used
<input type="checkbox"/> x	<input type="checkbox"/> +	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/> x	<input type="checkbox"/> +	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/> x	<input type="checkbox"/> +	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>

Actions

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

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

Racial Traits

Class Features

- Light Medium Heavy Shields
 Simple Martial Other:

Background Feature

Languages

Tools & Others

PERSONALITY TRAITS

<u>IDEAL</u>
<u>BOND</u>
<u>FLAW</u>

FEATZ

FEATZ

FEATZ

FEATURE

ENCUMBERED	HEAVILY ENCUMBERED	PUSH/DRAZ/LIFT	TOTAL WEIGHT
STR × -	STR × - DISADV. STR, DEX, CON	STR × SPEED =	
 PLATINUM = 10 GP	 GOLD = 10 SP	 ELECTRUM = 5 SP	 SILVER = 10 CP
		 COPPER	LIFESTYLE: GEAR & COINS
			DAILY BRIGHT

Cards and other materials

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.

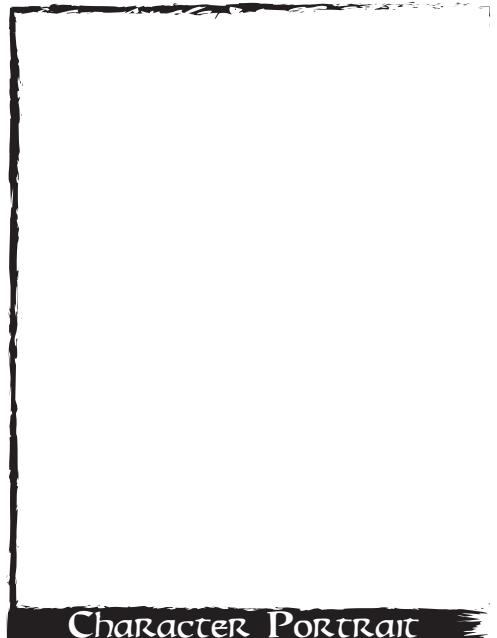
Conditions

- Blinded**
Fail checks involving sight; attacks have disadvantage; enemy attacks have advantage.
 - Charmed**
Cannot harm the charmer; charmer has advantage on any social interaction.
 - Deafened**
Fail checks involving hearing.
 - Frightened**
Check and attacks have disadvantage when source of fear is in sight; cannot willingly move closer to the source of fear.
 - Grappled**
Speed drops to 0.
 - Incapacitated**
Cannot take actions or reactions.
 - Invisible**
Cannot be seen (normally); attacks have advantage; enemy attacks have disadvantage.
 - 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.
 - Petrified**
Become incapacitated; become paralyzed; gain resistance to all damage; stop aging; immune to poison or disease; weight increase by a factor of 10.
 - Poisoned**
Ability checks have disadvantage; attacks have disadvantage.
 - Prone**
Only move by crawling or stand up; attacks have disadvantage; enemy attacks have advantage if within 5 ft or have disadvantage otherwise.
 - Restrained**
Speed drops to 0; attacks have disadvantage; enemy attacks have advantage; Dex saving throws have disadvantage.
 - Stunned**
Become incapacitated; fail Str and Dex saving throws; enemy attacks have advantage; cannot move; can only speak falteringly.
 - 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 critical hits.

Magic Items

Character History

Allies & Organizations



Character Portrait

Appearance

Enemies



Organization Symbol

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

Skills

Defense



Senses

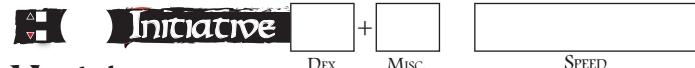
PASSIVE PERCEPTION

Features

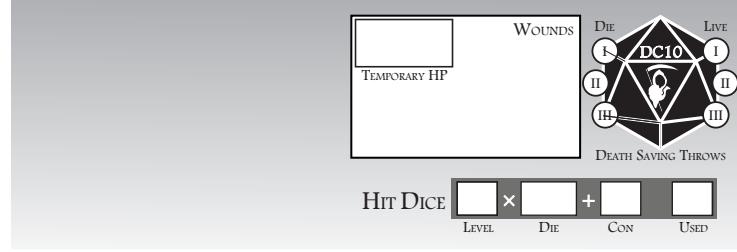
Proficiency Bonus

Attacks

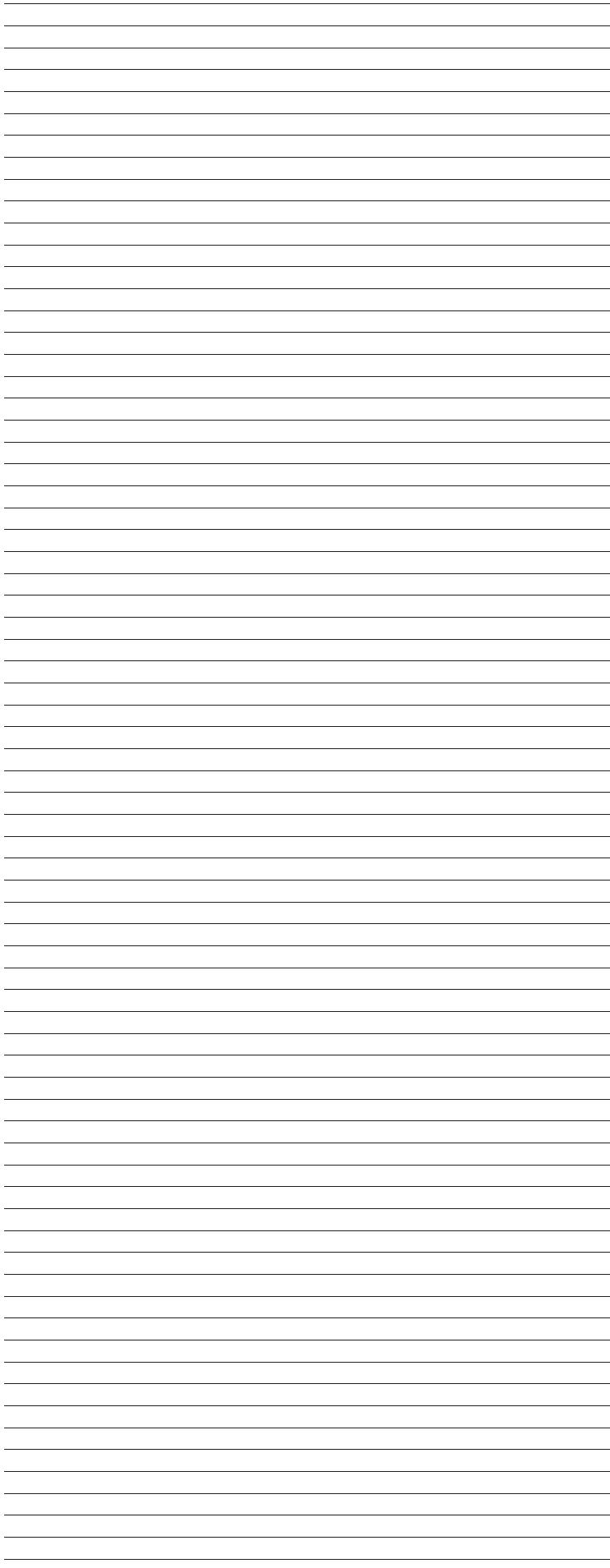
Health



Health DEX MISC. SPEED



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:

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CR:

Skills

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