Show extra features

DUNGEONS & DRAGONS®

CHARACTER NAME

LEVEL & CLASS | PLAYER NAME

BACKGROUND | RACE | EXPERIENCE (Add:) | Next Level

STRENGTH

DEXTERITY

CONSTITUTION

INTELLIGENCE

WISDOM

CHARISMA

PROF. STR INT DEX WIS CON CHA

RESISTANCES

SAVING THROWS

Set Max HP

MAXIMUM HIT POINTS

PROFICIENCY BONUS

ARMOR CLASS

Temporary Hit Points:

CURRENT HIT POINTS (Heal)

INITIATIVE

SUCCESSES

FAILURES

DEATH SAVES

LEVEL DIE USED

HIT DICE

ENCUMBERED

SPEED

AC DESCRIPTION

Armor

Shield

Dex (Medium Armor) (Heavy Armor)

Magic

Misc

Misc

ARMOR

INSPIRATION

Show 2nd DC

ABILITY SAVE DC

PROF. EXP.

Acrobatics (Dex)

Animal Handling (Wis)

Arcana (Int)

Athletics (Str)

Deception (Cha)

History (Int)

Insight (Wis)

Intimidation (Cha)

Investigation (Int)

Medicine (Wis)

Nature (Int)

Perception (Wis)

Performance (Cha)

Persuasion (Cha)

Religion (Int)

Sleight of Hand (Dex)

Stealth (Dex)

Survival (Wis)

Tool

SKILLS

FEATURE MAX RECOVER USED

LIMITED FEATURES (SR) (LR) (Dawn)

PROF.

ARMOR

Light Medium Heavy Shields

WEAPONS

Simple Martial Other Weapons:

LANGUAGES

Common

TOOLS & OTHERS

PROFICIENCIES

ACTIONS BONUS ACTIONS REACTIONS

ACTIONS

PASSIVE WISDOM (PERCEPTION)

SENSES

NAME TOTAL

Reload

AMMUNITION

NAME TOTAL

Reload

AMMUNITION

ATTACK NAME PROF ABILITY RANGE TO HIT DAMAGE DAMAGE TYPE

DESCRIPTION

ATTACKS: WEAPONS & CANTRIPS

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Add Features

PERSONALITY TRAITS

IDEALS

BONDS

FLAWS

Feature Name:

BACKGROUND FEATURE

CLASS FEATURES

RACIAL TRAITS

ADVENTURING GEAR	#	LB
SUBTOTAL		

ADVENTURING GEAR	#	LB
SUBTOTAL		

ADVENTURING GEAR	#	LB
SUBTOTAL		

ATTUNED MAGICAL ITEMS

CP

SP

EP

GP

PP

WEIGHT CARRIED

CARRYING CAPACITY

PUSH/DRAG/LIFT

Add Equipment

EQUIPMENT

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NOTES

ADVENTURING GEAR	#	LB	ADVENTURING GEAR	#	LB
SUBTOTAL			SUBTOTAL		

EXTRA EQUIPMENT

OTHER HOLDINGS

FEAT:

FEAT:

FEAT:

FEAT:

FEATS

MAGIC ITEM: Attuned

MAGIC ITEM: Attuned

MAGIC ITEM: Attuned

MAGIC ITEM: Attuned

MAGIC ITEM: Attuned

MAGIC ITEMS

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CHARACTER NAME

GENDER	AGE	SIZE	HEIGHT	WEIGHT
ALIGNMENT	FAITH	HAIR	EYES	SKIN

CLICK HERE TO CHANGE THIS ICON

HOVER FOR TOOLTIP WITH DIMENSIONS

CHARACTER PORTRAIT

ORGANIZATION

CLICK HERE TO CHANGE THIS ICON

HOVER FOR TOOLTIP WITH DIMENSIONS

SYMBOL

ALLIES & ORGANIZATIONS

APPEARANCE

LIFESTYLE **DAILY PRICE**

ENEMIES

CHARACTER HISTORY

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Companion Options

COMPANION NAME

RACE | SIZE | HEIGHT | WEIGHT

TYPE | AGE | GENDER | ALIGNMENT

STRENGTH

DEXTERITY

CONSTITUTION

INTELLIGENCE

WISDOM

CHARISMA

PROF

STR | INT

DEX | WIS

CON | CHA

SAVING THROWS

ARMOR CLASS

PROFICIENCY BONUS

Set Max HP

MAXIMUM HIT POINTS

Temporary HP:

Heal

CURRENT HIT POINTS

SUCCESSES

FAILURES

DEATH SAVES

INITIATIVE

SPEED

LEVEL USED

DIE

HIT DICE

ATTACKS PER ACTION

ATTACK NAME | PROF ABILITY | RANGE | TO HIT | DAMAGE | DAMAGE TYPE

DESCRIPTION

ATTACKS

PROF EXP

Acrobatics (Dex)

Animal Handling (Wis)

Arcana (Int)

Athletics (Str)

Deception (Cha)

History (Int)

Insight (Wis)

Intimidation (Cha)

Investigation (Int)

Medicine (Wis)

Nature (Int)

Perception (Wis)

Performance (Cha)

Persuasion (Cha)

Religion (Int)

Sleight of Hand (Dex)

Stealth (Dex)

Survival (Wis)

SKILLS

FEATURES

TRAITS

PASSIVE WISDOM (PERCEPTION)

SENSES

CLICK HERE TO CHANGE THIS ICON

HOVER FOR TOOLTIP WITH DIMENSIONS

COMPANION'S APPEARANCE

NOTES

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Notes Page Options

NOTES

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DUNGEONS & DRAGONS®

PLAYER REFERENCE

AREA OF EFFECT

ATTACK (ACTION)
Make one melee or ranged attack with a weapon, or multiple attacks with the 'Extra Attack' class feature. (See the 'Attack Action' section below.)

CAST A SPELL (CASTING TIME OF THE SPELL)
Effect depends on the spell being cast.

DASH (ACTION)
Gain your speed as extra movement for this turn.

DISENGAGE (ACTION)
Your movement doesn't provoke opportunity attacks for the rest of the turn.

DODGE (ACTION)
Attack rolls from attackers you can see have disadvantage and you have advantage on Dex saving throws until the start of your next turn, until you become incapacitated or your speed drops to 0.

ESCAPE (ACTION)
Escape a grapple by winning a Str (Athletics) or Dex (Acrobatics) check vs. grappler's Str (Athletics) check.

HELP (ACTION)
Give an ally advantage on next ability check or attack roll vs. an opponent within 5 ft of you, if done before the start of your next turn.

HIDE (ACTION)
Hide from those that can't perceive you. Your Dex (Stealth) check is the DC for anybody's Wis (Perception) check to discover you.

OVERRUN (ACTION OR BONUS ACTION) (DMG 272)
Move through hostile's space once by winning opposing Str (Athletics) check. Advantage if you are larger or disadvantage if you are smaller than the opponent.

READY (ACTION)
Choose an action that you will take in response to a set trigger. Taking the action uses your reaction. Readying a spell requires concentration and expends the spell slot.

SEARCH (ACTION)
Search for something, possibly with a Wis (Perception) or Int (Investigation) check.

TUMBLE (ACTION OR BONUS ACTION) (DMG 272)
Move through hostile's space once by winning opposing Dex (Acrobatics) check.

USE OBJECT (ACTION)
You can interact with an object once per turn for free. A second interaction and special cases take an action to complete (e.g. draw a second weapon, equip a shield, drink a potion, retrieve an item from a backpack).

COMBAT ACTIONS (PHB 192)

MELEE ATTACK (ONE ATTACK)
Normal attack on target within 5 ft. If attacking with a light melee weapon in one hand, allowed to make an attack with a light melee weapon in other hand as a bonus action, see 'Two-Weapon Fighting'. If either weapon has the thrown property, it may be thrown as part of this action.

HALF	+2 AC and Dex saving throws
3/4	+5 AC and Dex saving throws
TOTAL	Can't be targeted directly by attack or spell

COVER (PHB 196)

RANGED ATTACK (ONE ATTACK)
Normal attack if up to normal range (first number). Disadvantage on the attack if up to long range (second number). Disadvantage on the attack if a hostile that is not incapacitated is within 5 ft and can see the attacker.

TWO-WEAPON FIGHTING (BONUS ACTION WITH ATTACK ACTION)
If making an attack with a light melee weapon in one hand, allowed to make an attack with a light melee weapon in other hand as a bonus action. This off-hand attack can't add a positive ability score modifier to the damage roll. If the weapon has the thrown property, it may be thrown as part of this action.

DISARM (INSTEAD OF ONE ATTACK) (DMG 271)
Knock an item from grasp by winning weapon attack roll vs. opponent's Str (Athletics) or Dex (Acrobatics) check. Disadvantage on the weapon attack roll if the item is being held with two or more hands. Larger opponents have advantage and smaller have disadvantage.

GRAPPLE (INSTEAD OF ONE ATTACK)
With a free hand, give the grappled condition to an opponent that is within reach and up to one size larger than you by winning Str (Athletics) check vs. opponent's Str (Athletics) or Dex (Acrobatics) check.

MARK (WITH MELEE ATTACK) (DMG 271)
With a melee attack you can mark the target of that attack. The next opportunity attack against the marked target before the end of your next turn has advantage and doesn't cost you your reaction.

SHOVE (INSTEAD OF ONE ATTACK)
Move opponent 5 ft or make prone by winning opposing Str (Athletics) check. Disadvantage if trying to move the opponent to a side rather than to directly away from you.

ATTACK ACTION (PHB 195)

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.

LEVEL	EFFECT (CUMULATIVE)
1	Disadvantage on ability checks
2	Speed halved
3	Disadvantage on attacks / saves
4	Hit Point maximum halved
5	Speed reduced to 0
6	Death

EXHAUSTION (PHB 291)

FRIGHTENED
Disadvantage to checks/attacks while the source of fear is in sight.
Can't willingly move closer to the source of fear.

GRAPPLED
Speed 0, regardless of bonus. Ends when grappler is incapacitated or when moved out of grappler's reach by an effect.

INCAPACITATED
Can't take actions or reactions.

INVISIBLE
Can't be seen (normally), but still make noise and tracks.
Attacks have advantage. Enemy attacks have 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 ½ speed) or stand up (costs ½ 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.

CONDITIONS (PHB 290)

LIGHTLY OBSCURED	**(dim light)**	Disadvantage on sight Perception checks
HEAVILY OBSCURED	**(darkness)**	Effectively blinded (see conditions)
BLINDSIGHT	Out to range, perceive without sight.	
DARKVISION	Out to range, treat dim light as bright light. Can't see colors.	
TRUESIGHT	Out to range, perceive everything regardless of (magical) darkness, invisibility, illusions, shapechanging, or etherealness.	

LIGHT & VISION (PHB 183)

MOVE (LIMITED BY MOVEMENT SPEED)
You can move your movement speed every turn. You can break up your movement between actions. You can switch back and forth between different types (e.g. from flying to walking), by subtracting the distance already moved from the new speed.

You can freely move through a nonhostile's space, and through a hostile's space if it is two sizes larger or smaller than you. Another creature's space counts as difficult terrain.

CLIMB / SWIM (AT ½ SPEED)
May involve a Str (Athletics) check if the climb / swim is difficult.

CRAWL (AT ½ SPEED)
Crawl while prone (see conditions). Dropping prone costs no movement speed.

DIFFICULT TERRAIN (AT ½ SPEED)
Moving through difficult terrain costs twice as much speed. Another creature's space counts as difficult terrain.

JUMP
After moving at least 10 feet on foot, you can jump your Str score in feet straight forward, or 3 + your Str modifier in feet up. The jump distance is halved when performing a standing jump.

STAND UP (COSTS ½ SPEED)
Standing up from being prone costs half your movement speed for this turn.

MOVEMENT (PHB 182)

FORCED MARCH
Marching more than 8 hours per day requires a Con saving throw at DC 10 + 1 per additional hour, at the end of each additional hour. If failed, suffer one level of exhaustion (see conditions).

PACE	MINUTE	HOUR	DAY	EFFECT
Fast	400 feet	4 miles	30 miles	-5 passive Perception
Normal	300 feet	3 miles	24 miles	—
Slow	200 feet	2 miles	18 miles	Able to use stealth

TRAVEL PACE (PHB 182)

FOOD (ONE POUND PER DAY)
Go without food for 3 + Con modifier of consecutive days (1 day minimum). At the end of each day beyond that, suffer one level of exhaustion (see conditions).

WATER (ONE GALLON PER DAY)
If only half a gallon is consumed, DC 15 Con saving throw at end of day. If failed or consumed less than half, suffer one level of exhaustion, or two levels of exhaustion if currently already exhausted (see conditions).

FALLING
1d6 bludgeoning damage per 10 feet fallen, to a maximum of 20d6. End prone if taken any damage from the fall.

SUFFOCATING
Hold breath for 1 + Con modifier in minutes (30 seconds minimum). After that, survive for Con modifier in rounds, after which drop to 0 hit points and dying.

SHORT REST
A short rest takes 1 hour of doing nothing too strenuous. At the end of the rest, spend hit dice to regain hit points.

LONG REST
A long rest takes 8 hours with nothing too strenuous for more than 1 hour of that. Regain all hit points and half hit dice at end. If food and water are consumed, reduce exhaustion level by 1. Maximum of 1 long rest per 24 hours.

ENVIRONMENT (PHB 183)

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