



Name: \_\_\_\_\_ Player: \_\_\_\_\_  
 Class and Levels: \_\_\_\_\_  
 Background: \_\_\_\_\_  
 Race: \_\_\_\_\_ Gender: \_\_\_\_\_ Age: \_\_\_\_\_  
 Height: \_\_\_\_\_ Weight: \_\_\_\_\_ Size: \_\_\_\_\_  
 Hair: \_\_\_\_\_ Eyes: \_\_\_\_\_ Skin: \_\_\_\_\_  
 Faith: \_\_\_\_\_ Alignment: \_\_\_\_\_

DUNGEONS & DRAGONS



## Abilities

ABILITY	MODIFIER	SAVING THROW	PROF. BONUS
<b>STR</b> STRENGTH			
<b>DEX</b> DEXTERITY			
<b>CON</b> CONSTITUTION			
<b>INT</b> INTELLIGENCE			
<b>WIS</b> WISDOM			
<b>CHA</b> CHARISMA			



### Proficiency Bonus

#### INSPIRATION

SAVING THROW ADVANTAGES / DISADVANTAGES  
 \_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_

$$\text{Ability save DC} = 8 + \text{PROFICIENCY BONUS} + \text{MODIFIER}$$

## Limited Features

FEATURE	MAX. USAGES	F97C! J9FM	USED	FEATURE	MAX. USAGES	F97C! J9FM	USED



## Combat

## Defense



ARMOR BONUS	AC	MAGIC	STEALTH DISADV.
+		+	
SHIELD BONUS		MAGIC	
+		+	
DEXTERITY MOD	2	MEDIUM ARMOR (MAX = 2)	
+		HEAVY ARMOR (MAXD = 0)	
MAGIC			
+			
MISC MOD 1			
+			
MISC MOD 2			

## Attacks

WEAPON / DESCRIPTION	RANGE	TO HIT	DAMAGE	DAMAGE TYPE



## Skills

SKILLS	PROF.	EXP.	NOTES / TOOLS
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)			
<input type="checkbox"/> Jack of All Trades			
<input type="checkbox"/> Remarkable Athlete			
<input type="checkbox"/> Passive Perception			VISION

INITIATIVE  DEX +  MISC.

SPEED  ENCUMBERED

## Health

HP	TEMP.	CURRENT MAX HP	WOUNDS
MAX HIT POINTS			
RECOVER HALF OF YOUR MAXIMUM HIT DICE AFTER A LONG REST.			
HIT DICE	LEVEL		
D		+ <input type="checkbox"/>	
D		+ <input type="checkbox"/>	
D		+ <input type="checkbox"/>	



## Bonus Actions

MAXIMUM OF 1 BONUS ACTION PER TURN.


## Reactions

MAXIMUM OF 1 REACTION PER TURN.


SPECIAL ATTACK / DESCRIPTION	RANGE	TO HIT	DAMAGE	DAMAGE TYPE







## Background

### Character History

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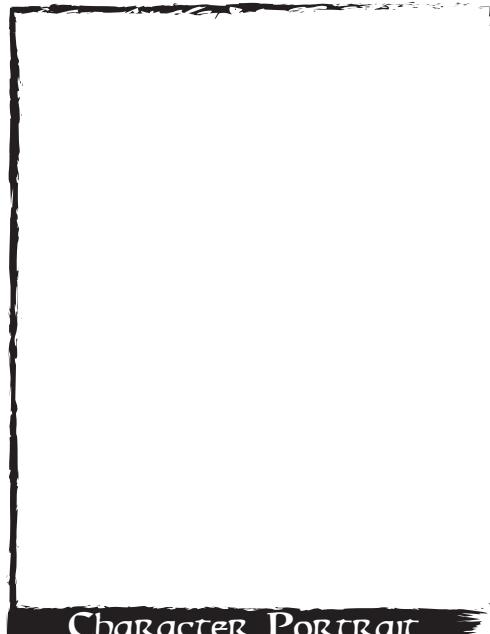
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Character Portrait

### Appearance

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### Enemies



### Allies & Organizations

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Organization Symbol



ABILITY	MODIFIER	SAVING THROW BONUS	Skills
<input type="text"/> STR STRENGTH	<input type="text"/>	<input type="text"/>	<input type="checkbox"/> Passive Perception SENSES / SKILL PROFICIENCIES
<input type="text"/> DEX DEXTERITY	<input type="text"/>	<input type="text"/>	
<input type="text"/> CON CONSTITUTION	<input type="text"/>	<input type="text"/>	
<input type="text"/> INT INTELLIGENCE	<input type="text"/>	<input type="text"/>	
<input type="text"/> WIS WISDOM	<input type="text"/>	<input type="text"/>	
<input type="text"/> CHA CHARISMA	<input type="text"/>	<input type="text"/>	
Misc.	Dex		<b>Initiative</b> <input type="text"/>

## Features

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## Notes

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Skills
<input type="checkbox"/> Speed
<input type="checkbox"/> Defense

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## Attacks

ATTACK / DESCRIPTION	RANGE	TO HIT	DAMAGE	DAMAGE TYPE

## Health

	<b>HP</b> <input type="text"/> TEMP. <input type="text"/>	<b>MAX HIT POINTS</b> <input type="text"/>	<b>WOUNDS</b> <input type="text"/>	
			HIT DICE <input type="text"/> D <input type="text"/> + <input type="text"/>	LEVEL <input type="text"/> DIE <input type="text"/> USED <input type="text"/>

## Annotations

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## Notes