



CHARACTER NAME

LEVEL &amp; CLASS

PLAYER NAME

BACKGROUND

RACE

EXPERIENCE

Next Level

**STRENGTH**

STR	<input type="radio"/>	INT
DEX	<input type="radio"/>	WIS
CON	<input type="radio"/>	CHA
RESISTANCES		

SAVING THROWS

<b>MAXIMUM HIT POINTS</b>	<b>PROFICIENCY BONUS</b>	<b>ARMOR CLASS</b>	
Temporary Hit Points:			
<b>CURRENT HIT POINTS</b>			
SUCCESES 	LEVEL	DIE	USED
FAILURES 	ENCUMBERED		
DEATH SAVES 	<b>HIT DICE</b>		
<b>SPEED</b>			

AC	DESCRIPTION
Armor	
Shield	
Dex	<input type="radio"/> Medium Armor <input type="radio"/> Heavy Armor
Magic	
Misc	
Misc	
<b>ARMOR</b>	

**INSPIRATION**

**ABILITY SAVE DC**

FEATURE	MAX	RECOVER	USED
LIMITED FEATURES			

ARMOR <input type="radio"/> Light <input type="radio"/> Medium <input type="radio"/> Heavy <input type="radio"/> Shields	WEAPONS
<input type="radio"/> Simple <input type="radio"/> Martial <input type="radio"/> Other Weapons:	LANGUAGES
TOOLS & OTHERS	
<b>PROFICIENCIES</b>	

ACTIONS	BONUS ACTIONS	REACTIONS
ACTIONS		

PASSIVE WISDOM (PERCEPTION)	ATTACK NAME	RANGE	TO HIT	DAMAGE	DAMAGE TYPE
DESCRIPTION					
ATTACKS: WEAPONS & CANTRIPS					

**SENSES**

NAME	TOTAL	NAME	TOTAL
AMMUNITION		AMMUNITION	

CLASS FEATURES	
A large area for listing Class Features.	

PERSONALITY TRAITS	
IDEALS	
BONDS	
FLAWS	

Feature Name:	
A large area for detailing a Feature.	
BACKGROUND FEATURE	
RACIAL TRAITS	

ADVENTURING GEAR	#	ADVENTURING GEAR	#
SUBTOTAL		SUBTOTAL	
EQUIPMENT			

ADVENTURING GEAR	#	CP
		SP
		EP
		GP
		PP
WEIGHT CARRIED		
ENCUMBERED		
HEAVILY ENCUMBERED		
PUSH/DRAZ/LIFT		
SUBTOTAL		

### NOTES

ADVENTURING GEAR	#	ADVENTURING GEAR	#
SUBTOTAL		SUBTOTAL	

### EXTRA EQUIPMENT

### OTHER HOLDINGS

FEAT:

FEAT:

FEAT:

FEAT:

FEATS

MAGIC ITEM:

Attuned

MAGIC ITEMS



CHARACTER NAME

GENDER

AGE

SIZE

HEIGHT

WEIGHT

ALIGNMENT

FAITH

HAIR

EYES

SKIN

CHARACTER PORTRAIT

ALLIES & ORGANIZATIONS

ORGANIZATION  
SYMBOL

APPEARANCE

CHARACTER HISTORY

LIFESTYLE      DAILY PRICE

ENEMIES



RACE                    SIZE                    HEIGHT                    WEIGHT  
TYPE                    AGE                    GENDER                    ALIGNMENT

NAME

STRENGTH

<input checked="" type="radio"/>	STR	<input type="radio"/>	INT
<input type="radio"/>	DEX	<input type="radio"/>	WIS
<input type="radio"/>	CON	<input type="radio"/>	CHA

SAVING THROWS

ARMOR CLASS                    PROFICIENCY BONUS                    Temporary HP:  
MAXIMUM HIT POINTS                    CURRENT HIT POINTS                    SUCCESSES  
DEATH SAVES                    FAILURES

DEXTERITY

INITIATIVE                    SPEED  
LEVEL USED                    DIE  
HIT DICE                    ATTACKS PER ACTION

ATTACK NAME                    RANGE                    TO HIT                    DAMAGE                    DAMAGE TYPE  
DESCRIPTION

ATTACKS

CONSTITUTION

FEATURES                    TRAITS

INTELLIGENCE

EYE  
EAR  
SMELL  
TASTE  
TOUCH  
SKILLS

WISDOM

CHARISMA

NOTES

PASSIVE WISDOM (PERCEPTION)

SENSES

REMARKS

NOTES

NOTES



CHARACTER NAME

1ST LEVEL | 2ND LEVEL | 3RD LEVEL | 4TH LEVEL | 5TH LEVEL | 6TH LEVEL | 7TH LEVEL | 8TH LEVEL | 9TH LEVEL

SPELL SLOTS



# 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.

## 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
<b>TOTAL</b> Can't be targeted directly by attack or spell	
<b>COVER</b> (PHB 196)	

## RANGED ATTACK (ONE ATTACK)

Normal attack up to normal range (first number). Disadvantage on attack if target is within 5 ft or up to long range away (second number).

## 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)

Knock an item from grasp by winning weapon attack roll vs. opponent's Str (Athletics) or Dex (Acrobatics) check. Disadvantage if item is being held by 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)

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)

## 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)

## 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. Ready a spell requires concentration.

## 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).

## 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.

## 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 ethereality.

## LIGHT & VISION

(PHB 183)

## 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).

## 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.

## PACE | MINUTE | HOUR | DAY | EFFECT

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)

## ENVIRONMENT

(PHB 183)