

Name: _____ Player: _____
 Class: _____
 Experience: _____ Add: _____
 Background: _____
 Race: _____ Size: _____
 Gender: _____ Hair: _____
 Age: _____ Alignment: _____

LEVEL

Abilities

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

Saving Throw Advantages / Disadvantages

Combat

Defense

☐ ARMOR BONUS		☐ AC DURING REST
☐ SHIELD BONUS		
☐ DEXTERITY MOD		☐ RESISTANCE
☐ MAGIC		
☐ MISC MOD 1		☐ STEALTH DISADV.
☐ MISC MOD 2		
		☐ HALF DAMAGE

Attacks

ATTACKS PER ACTION

WEAPON / DESCRIPTION	PROF. ABILITY	RANGE	TO HIT	DAMAGE	DAMAGE TYPE

TYPE	TOTAL	TYPE	TOTAL
AMMUNITION		AMMUNITION	

CRITICAL FAIL!

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Limited Features

FEATURE	MAX USAGES	RECOVERY	USED
☐		☐	
☐		☐	
☐		☐	
☐		☐	
☐		☐	
☐		☐	
☐		☐	
☐		☐	
☐		☐	

Skills

ADV DIS	BONUS	NAME (ABILITY)	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	☐	☐

Initiative

DEX + MISC.

SPEED

SPEED ENCUMBERED

Health

Set Max HP	WOUNDS
TEMPORARY HP	
Heal	
HP	
CURRENT	
MAX HIT POINTS	
RECOVER HALF OF YOUR MAXIMUM HIT DICE AFTER A LONG REST.	
HIT DICE	
LEVEL	DIE
CON	USED
DEATH SAVING THROWS	

Actions

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

Attack / Cast a Spell	
Dash / Disengage / Dodge	
Escape Grapple / Help / Hide	
Ready / Search / Use Object	
Overrun / Tumble (or as bonus action)	
As 1 attack: Disarm / Grapple / Shove	

BONUS ACTIONS

REACTIONS

☐ USED THIS ROUND

Opportunity Attack



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This image shows a single sheet of white paper with horizontal blue or grey ruling lines. The lines are evenly spaced and run across the width of the page. There are approximately 20 lines visible. The paper has a slightly textured appearance and is set against a dark background.

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with dimensions

Character Portrait

[illegible][illegible]

hover for tooltip
with dimensions

Organization Symbol



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

ABILITY	MODIFIER	SAVING THROW	PROF.
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Skills

☐ Acrobatics	☐ Medicine
☐ Animal Handling	☐ Nature
☐ Arcana	☐ Perception
☐ Athletics	☐ Performance
☐ Deception	☐ Persuasion
☐ History	☐ Religion
☐ Insight	☐ Sleight of Hand
☐ Intimidation	☐ Stealth
☐ Investigation	☐ Survival



Defense



Senses

PASSIVE PERCEPTION

Features

[illegible]

Proficiency Bonus

Notes

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Attacks

ATTACK / DESCRIPTION	PROF	ABILITY	RANGE	TO HIT	DAMAGE	DAMAGE TYPE
						
						
						

Initiative

The diagram illustrates the composition of the SPEED component. On the left, two boxes labeled 'DEX' and 'MISC.' are shown with a plus sign between them. An arrow points from this sum to a larger box on the right labeled 'SPEED'.

Health

Set Max HP



HP

CURRENT

MAX HIT POINTS

Heal

WOUNDS

Heal

WOUNDS



DC10

DEATH SAVING THROWS

HIT DICE

×

+

=

LEVEL
DIE
COUNT
MODIFIER

 Traits[illegible]

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Companion's Appearance

 Equipment[illegible]

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