

Character Name

Age	Height	Weight
Eyes	Skin	Hair

Class	Level
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Portrait

Race/Ancestry

Personality Traits (choose 2)
(Something specific that makes you stand out)

Ideals *(Something you believe in)*


Bonds *(Connections to people/places/events)*

Flaws *(Vice, compulsion, fear or weakness)*

Background

Class/Ancestry Features & Traits

(Continued on back)

Player Name		
Character Name	Vision	XP

Combat has Started!




Initiative

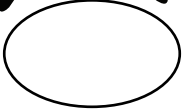
I'm Under Attack!



Armor Class


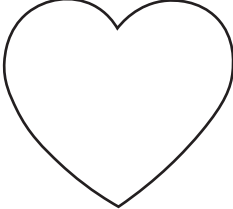





Speed








Inspiration

	Max Hit Points	OUCH! 	Hit Dice	#/day
	Temp Hit Points		Death Saves 	<input checked="" type="checkbox"/> Successes <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input checked="" type="checkbox"/> Failures <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>

	Name	Range/Ammo
	To Hit/Atk Bonus (Modifier + Proficiency)	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
		Damage/Type


	Name	Range/Ammo
	To Hit/Atk Bonus (Modifier + Proficiency)	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
		Damage/Type


	Name	Range/Ammo
	To Hit/Atk Bonus (Modifier + Proficiency)	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
		Damage/Type


Proficiency Bonus 


 = Proficiency
 = + Modifier


Character Name


 **STRENGTH**


Ability Score Mod+
 ____ Saving Throw


 **DEXTERITY**


Ability Score Mod+
 ____ Saving Throw


 **CONSTITUTION**


Ability Score Mod+
 ____ Saving Throw


 **INTELLIGENCE**

Ability Score Mod+
 ____ Saving Throw

 **WISDOM**

Ability Score Mod+
 ____ Saving Throw

 **CHARISMA**

Ability Score Mod+
 ____ Saving Throw

On My Turn

- 1 Action**
- Attack
 - Grapple
 - Cast Spell
 - Dash
 - Dodge
 - Disengage
 - Help
 - Hide
 - Use Object
 - Search

- 1 Move**
- Climb
 - Swim
 - Jump
 - etc.

- 1 Bonus Action**
- Offhand Attack
 - Cast a Spell
 - etc.

- 1 Reaction**
- Attack of Opportunity
 - Cast a Spell

SKILLS

- ____ 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 (Int)
- ____ Religion (Dex)
- ____ Sleight of Hand (Dex)
- ____ Stealth (Dex)
- ____ Survival (Wis)

____ Tools

Character Name

Spellcasting

Spellcasting Ability

Ability / +Mod

Spell Save DC

Spell Attack Bonus

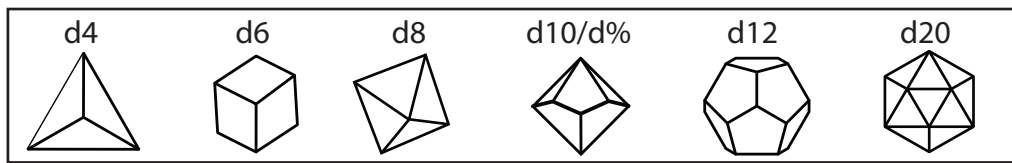


0 Cantrips

2 Spell Slots / Expended

1 Spell Slots / Expended

3 Spell Slots / Expended



Character Name

Higher Level Spells

Spellcasting Ability

Ability	+Mod
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Spell Save DC

Spell Attack Bonus



4	Spell Slots	Expended
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6	Spell Slots	Expended
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5	Spell Slots	Expended
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7	Spell Slots	Expended
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- _____
- _____
- _____

Spellcasting Focus, components, or other flavor details

Character Name



Equipment/Treasure

Other Proficiencies & Languages

C

S

E

G

P



Notes, Backstory, Roleplay Details etc.