

Class & Level Background

Race Alignment

Experience Points XP Next Level Player's Name

Character Name

STRENGTH

- ☐ ___ Saving Throw
☐ ☐ ___ Athletics

DEXTERITY

- ☐ ___ Saving Throw
☐ ☐ ___ Acrobatics
☐ ☐ ___ Sleight of Hand
☐ ☐ ___ Stealth ☐

CONSTITUTION

- ☐ ___ Saving Throw

INTELLIGENCE

- ☐ ___ Saving Throw
☐ ☐ ___ Arcana
☐ ☐ ___ History
☐ ☐ ___ Investigation
☐ ☐ ___ Nature
☐ ☐ ___ Religion

WISDOM

- ☐ ___ Saving Throw
☐ ☐ ___ Animal Handling
☐ ☐ ___ Insight
☐ ☐ ___ Medicine
☐ ☐ ___ Perception
☐ ☐ ___ Survival

CHARISMA

- ☐ ___ Saving Throw
☐ ☐ ___ Deception
☐ ☐ ___ Intimidation
☐ ☐ ___ Performance
☐ ☐ ___ Persuasion

☐ Proficient | ☐ Expertise | ☐ Armor penalty

___ Passive Wisdom (Perception)

___ Inspiration

VISION

SPEED

BASE HOUR DAY

special movement

SENSES & MOVEMENT

Proficiency Bonus

Armor Class

ARMOR, SHIELD, PROTECTIONS

ADVANTAGES, RESISTANCES, IMMUNITIES

Weapon Attack Damage/Type Range Weight

WEAPONS & AMMUNITIONS

Initiative

Hit Points Maximum

CURRENT HIT POINTS

TEMPORARY HIT POINTS

Hit Dice Maximum

☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐

HIT DICE SPENT

Successes ☐ ☐ ☐ Failed ☐ ☐ ☐
DEATH SAVES▷ Refresh after short/long rest | ▶ Refresh after long rest | ☐ Use

COMBAT FEATURES

Feats, abilities, and other features for quick reference in combat

LANGUAGES

FEATS

D – Donned
B – Backpack (max lb.)
P – Belt Pouch (n. ; max lb.)
– (n. ; max lb.)
.....
EQUIPMENT

Platinum piece (pp)
Gold piece (gp)
Electrum piece (ep)
Silver piece (sp)
Copper piece (cp)
1pp=10gp 1gp=2ep 1ep=5sp 1sp=10cp Weight: 50 pieces =1 lb.

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Where	How much	When

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Each size category above Medium x2, Tiny creatures ½

ENCUMBERED	HEAVILY ENCUMB.	MAX CARRYING	PUSH, DRAG, LIFT
Strength x5 lb. Speed ~10 ft.	Strength x10 lb. Spd. ~20ft. Disadvantage on Str, Dex, Con checks, ST, attacks	Strength x15 lb.	Strength x30 lb.

CARRYING CAPACITY

SPELL SAVE
DC

N° PREPARED
SPELLS

SPELL
SLOTS

USED SLOTS

1ST LEVEL

2ND LEVEL

3RD LEVEL

4TH LEVEL

5TH LEVEL

6TH LEVEL

7TH LEVEL

8TH LEVEL

9TH LEVEL

SORCERY POINTS

POINTS USED

Spellcasting Ability

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9TH LEVEL

CANTRIPS