

ABILITY SCORES

STR
 Athletics

DEX
 Acrobatics
 Sleight of Hand
 Stealth

CON

INT
 Arcana
 History
 Investigation
 Nature
 Religion

WIS
 Animal Handling
 Insight
 Medicine
 Perception
 Survival

CHA
 Deception
 Intimidation
 Performance
 Persuasion

ARMOR

Size Natural Stealth Disadvantage

No Armor No Shield

Armor Dex Shield

Feat Ench Misc

CLASS FEATURES

RACIAL TRAITS

FEATS

SPELLCASTING DETAILS

Prepared Spells

1 2 3
 4 5 6
 7 8 9

Spell Save DC Prof Ability

Spell Attack Bonus Prof Ability

Spells Used Spells Per Day

HIT POINTS

Temp HP Max HP Current

Total Remaining

d6 d8 d10 d12

Hit Dice

Death Saves S U C C E S S F A I L U R E

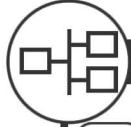
CONDITIONS

WEAPON AND SPELL ATTACKS

Weapon/Spell/Attack	Attack Bonus					Damage Bonus					Damage Type	Range	Weight	Ammunition/Uses	Notes	
	Mod	Prof	Feat	Ench	Misc	Mod	Feat	Ench	Misc							

TOTAL LB

Attuned



ABILITY SCORES

● Proficient ★ Advantage ◆ Expertise

STRENGTH

○ ☆ ◆ □ Athletics

DEXTERITY

○ ☆ ◆ □ Acrobatics
○ ☆ ◆ □ Sleight of Hand
○ ☆ ◆ □ Stealth

CONSTITUTION

INTELLIGENCE

○ ☆ ◆ □ Arcana
○ ☆ ◆ □ History
○ ☆ ◆ □ Investigation
○ ☆ ◆ □ Nature
○ ☆ ◆ □ Religion

WISDOM

○ ☆ ◆ □ Animal Handling
○ ☆ ◆ □ Insight
○ ☆ ◆ □ Medicine
○ ☆ ◆ □ Perception
○ ☆ ◆ □ Survival

CHARISMA

○ ☆ ◆ □ Deception
○ ☆ ◆ □ Intimidation
○ ☆ ◆ □ Performance
○ ☆ ◆ □ Persuasion



FEATURES

Feat/Ability/Feature	Used
◆	○○○○○
◆	○○○○○
◆	○○○○○
◆	○○○○○
◆	○○○○○
◆	○○○○○

◆ Long Rest
◇ Short Rest

NOTES

BOONS

INSPIRATION
 PLOT POINT
 HERO POINTS
 PASSIVE WISDOM

Perception + 10

SAVING THROWS

○ STR
 ○ DEX
 ○ CON
 ○ INT
 ○ WIS
 ○ CHA

BONUSES

EXPERTISE
 PROFICIENCY

PERSONALITY TRAITS



IDEALS



BONDS



FLAWS



ALLIES



ENEMIES



APPEARANCE



HISTORY



YOUR TURN

take one action | move up to speed
 take bonus action | take one reaction

long jump: move > 10ft = str, move < 10ft = 1/2 str
 high jump: move > 10ft = str+3, move < 10ft = 1/2 str+3

ACTIONS IN COMBAT

attack | cast spell | dash | disengage | dodge | help | hide
 search | ready | use object

drop prone: free | standup: 1/2 speed
 difficult terrain/squeeze/climb/swim/crawl: x2

CONDITIONS

BLINDED - auto fail sight checks - attacks have disadv - enemies have adv	CHARMED - cannot hit charmer - charmer has adv on any social interaction	DEAFENED - auto fail hearing checks	FRIGHTENED - check & attacks have disadv when in sight - cannot advance on source
GRAPPLED - speed drops to 0	INCAPACITATED - cannot take actions - cannot take reactions	INVISIBLE - cannot be seen - attacks have adv - enemies have disadv	PARALYZED - check & attacks have disadv
PETRIFIED - incapacitated - paralyzed - gain DR to all - immune to poison/disease - weight x 10	POISONED - checks & attacks have disadv	PRONE - crawl/standup - attacks have disadv - enemy melee adv - enemy range disadv	RESTRAINED - speed drops to 0 - attacks have disadv - enemies have adv - dex saving disadv
STUNNED - incapacitated - fail str/dex saves - enemy attacks adv - cannot move - faltering speech	UNCONSCIOUS - incapacitated - prone & drop carried - fail str/dex saves - enemies have adv - enemy melee crits	COVER	
STABILIZING - DC10 medicine - stable stops death - remains unconscious - regains 1hp after 1d4 hrs		COVER - 1/2: +2 ac/dex - 3/4: +5 ac/dex - full: cannot target	

v. easy/easy/med/hard/v. hard/impossible
 5/10/15/20/25/30



SPELLCASTING DETAILS

MOUNT / COMPANION / WILD SHAPE



	0	1	2	3	4	5	6	7	8	9
SPELLS KNOWN	<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"/>
SPELL SLOTS	<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"/>
SPELLS CAST	<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"/>	<input type="checkbox"/> <input type="checkbox"/>	<input type="checkbox"/> <input type="checkbox"/>

SPELL SAVE DC PREPARED SPELLS
Prof Ability

SPELL ATTACK BONUS RECOVERY / SORCERY
Prof Ability

Casting Class Level

Name / Type	Speed	AC	HP	Attack	Notes
<input type="text"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="text"/>
<input type="text"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="text"/>
<input type="text"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="text"/>
<input type="text"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="text"/>

Saddle Bags / Carrying:

