CHARACTER NAME

LEVEL & CLASS _____ PLAYER NAME _____

BACKGROUND _____ RACE _____ EXPERIENCE _____ Next Level

STRENGTH

DEXTERITY

CONSTITUTION

INTELLIGENCE

WISDOM

CHARISMA

PROF
- ○ STR ○ INT
- ○ DEX ○ WIS
- ○ CON ○ CHA

RESISTANCES

SAVING THROWS

PROF EXP
- ○○
- ○○
- ○○
- ○○
- ○○
- ○○
- ○○
- ○○
- ○○
- ○○
- ○○
- ○○
- ○○
- ○○
- ○○
- ○○
- ○○
- ○○

SKILLS

PASSIVE WISDOM (PERCEPTION)

SENSES

NAME	TOTAL

AMMUNITION

NAME	TOTAL

AMMUNITION

MAXIMUM HIT POINTS

PROFICIENCY BONUS

ARMOR CLASS

Temporary Hit Points:

CURRENT HIT POINTS

INITIATIVE

SUCCESSES
○○○
○○○
FAILURES

DEATH SAVES

LEVEL DIE USED

HIT DICE

ENCUMBERED

SPEED

FEATURE   MAX   RECOVER USED

LIMITED FEATURES

ACTIONS   BONUS ACTIONS   REACTIONS

ACTIONS

ATTACK NAME   RANGE   TO HIT   DAMAGE   DAMAGE TYPE

DESCRIPTION

ATTACKS: WEAPONS & CANTRIPS

AC   DESCRIPTION
- Armor
- Shield
- Dex ○ Medium Armor ○ Heavy Armor
- Magic
- Misc
- Misc

ARMOR

INSPIRATION

ABILITY SAVE DC

PROF
ARMOR
○ Light ○ Medium ○ Heavy ○ Shields
WEAPONS
○ Simple ○ Martial ○ Other Weapons:

LANGUAGES   TOOLS & OTHERS

PROFICIENCIES

PERSONALITY TRAITS

IDEALS

BONDS

FLAWS

Feature Name:

BACKGROUND FEATURE

CLASS FEATURES

RACIAL TRAITS

ADVENTURING GEAR	#	ADVENTURING GEAR	#	ADVENTURING GEAR	#		
							CP
							SP
							EP
							GP
							PP

WEIGHT CARRIED

ENCUMBERED

HEAVILY ENCUMBERED

PUSH/DRAG/LIFT

SUBTOTAL   SUBTOTAL   SUBTOTAL

EQUIPMENT

NOTES

ADVENTURING GEAR | # | **ADVENTURING GEAR** | #

SUBTOTAL | SUBTOTAL

EXTRA EQUIPMENT

OTHER HOLDINGS

FEAT:

FEAT:

FEAT:

FEAT:

FEATS

MAGIC ITEM: ◯ Attuned

MAGIC ITEM: ◯ Attuned

MAGIC ITEM: ◯ Attuned

MAGIC ITEM: ◯ Attuned

MAGIC ITEM: ◯ Attuned

MAGIC ITEMS

CHARACTER NAME

GENDER	AGE	SIZE	HEIGHT	WEIGHT
ALIGNMENT	FAITH	HAIR	EYES	SKIN

CHARACTER PORTRAIT

ORGANIZATION

SYMBOL

ALLIES & ORGANIZATIONS

APPEARANCE

LIFESTYLE	DAILY PRICE

ENEMIES

CHARACTER HISTORY

NAME

RACE　　　　SIZE　　　　HEIGHT　　　　WEIGHT

TYPE　　　　AGE　　　　GENDER　　　　ALIGNMENT

STRENGTH

DEXTERITY

CONSTITUTION

INTELLIGENCE

WISDOM

CHARISMA

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

SAVING THROWS

ARMOR CLASS

PROFICIENCY BONUS

MAXIMUM HIT POINTS

Temporary HP:

CURRENT HIT POINTS

SUCCESSES
○—○—○
○—○—○
FAILURES
DEATH SAVES

INITIATIVE

SPEED

LEVEL　USED

DIE

HIT DICE

ATTACKS PER ACTION

ATTACK NAME　　　　　　　　　　　RANGE　　TO HIT　DAMAGE　　DAMAGE TYPE

DESCRIPTION

ATTACKS
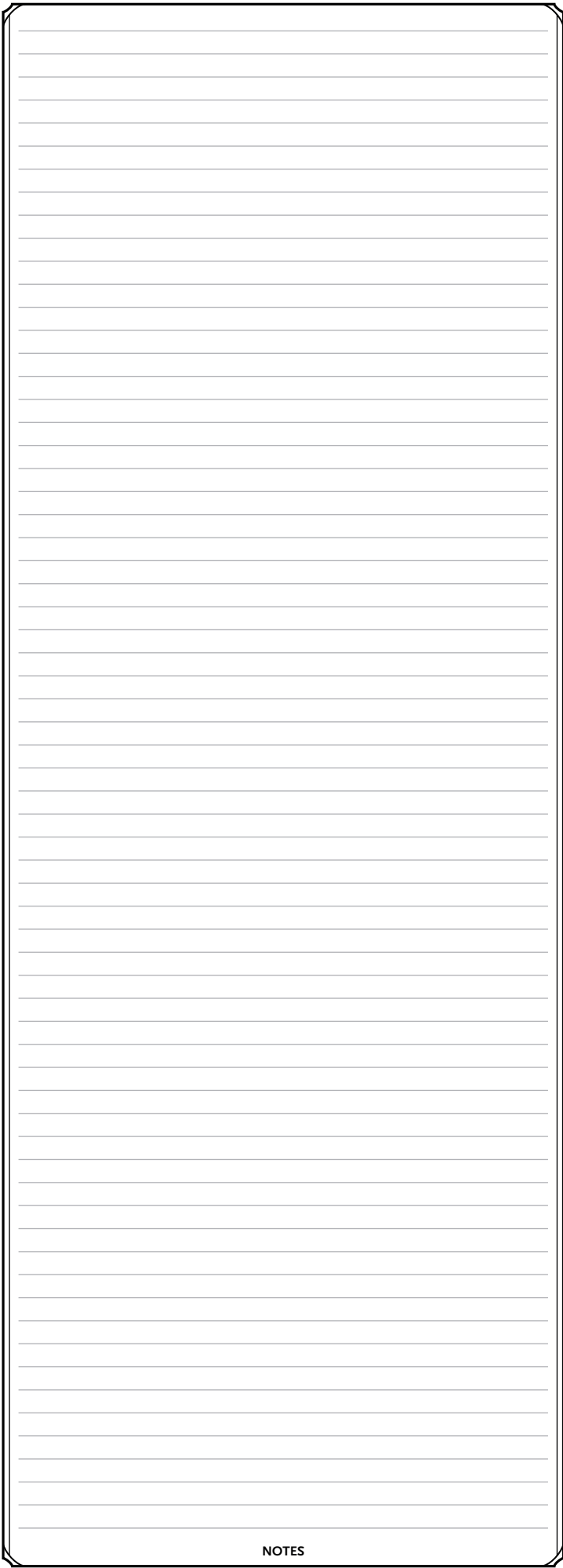
PROF EXP

SKILLS

FEATURES

TRAITS

PASSIVE WISDOM (PERCEPTION)

SENSES

REMARKS

NOTES

NOTES
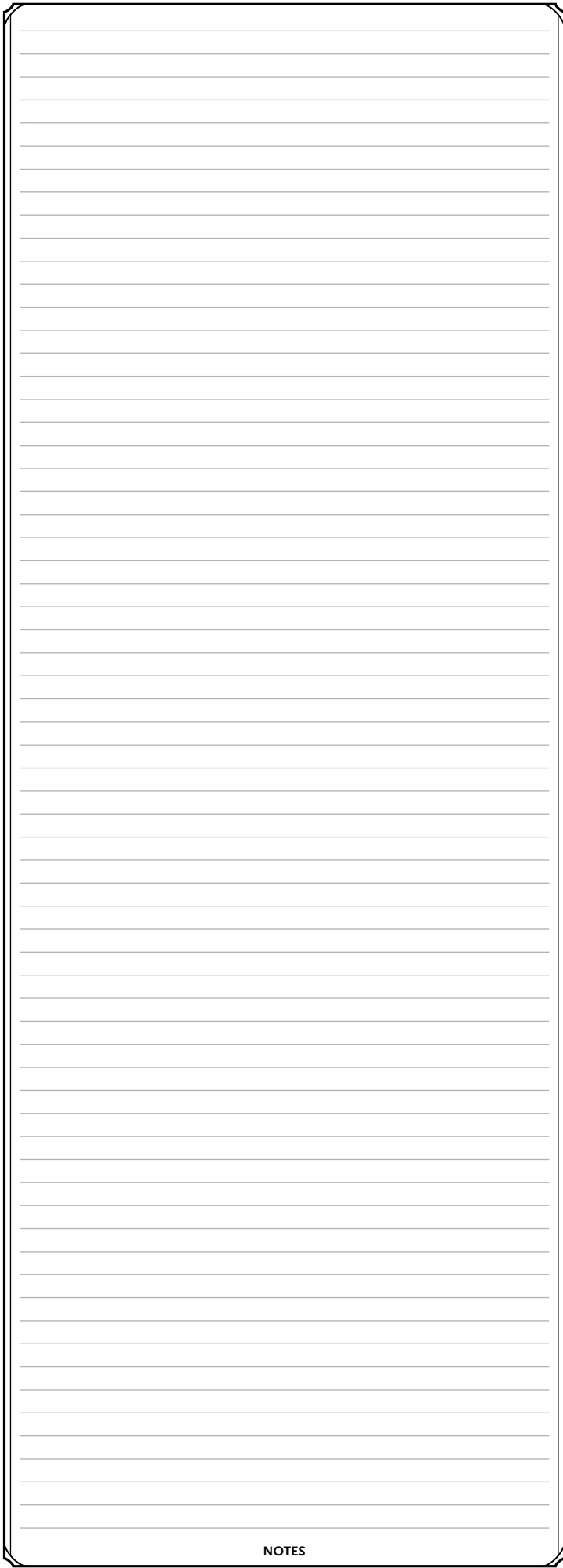
NOTES

ADVENTURE LOGSHEET

CHARACTER NAME	CLASSES & LEVELS	FACTION
PLAYER NAME	DCI NUMBER	SHEET NUMBER

ADVENTURE NAME: SESSION:

DM NAME & DCI: DATE:

	EXPERIENCE	GOLD	DOWNTIME	RENOWN	MAGIC ITEMS
START					
GAIN					
TOTAL					

ADVENTURE NAME: SESSION:

DM NAME & DCI: DATE:

	EXPERIENCE	GOLD	DOWNTIME	RENOWN	MAGIC ITEMS
START					
GAIN					
TOTAL					

ADVENTURE NAME: SESSION:

DM NAME & DCI: DATE:

	EXPERIENCE	GOLD	DOWNTIME	RENOWN	MAGIC ITEMS
START					
GAIN					
TOTAL					

ADVENTURE NAME: SESSION:

DM NAME & DCI: DATE:

	EXPERIENCE	GOLD	DOWNTIME	RENOWN	MAGIC ITEMS
START					
GAIN					
TOTAL					

ADVENTURE NAME: SESSION:

DM NAME & DCI: DATE:

	EXPERIENCE	GOLD	DOWNTIME	RENOWN	MAGIC ITEMS
START					
GAIN					
TOTAL					

ADVENTURE NAME: SESSION:

DM NAME & DCI: DATE:

	EXPERIENCE	GOLD	DOWNTIME	RENOWN	MAGIC ITEMS
START					
GAIN					
TOTAL					