

Character Name

Class & Level

Background

Race

Alignment

Experience Points

XP Next Level

Player's Name

## STRENGTH (STR)

☐ Saving Throw

☐ ☐ Athletics ☐

## DEXTERITY (DEX)

☐ Saving Throw

☐ ☐ Acrobatics ☐  
☐ ☐ Sleight of Hand ☐  
☐ ☐ Stealth ☐

## CONSTITUTION (CON)

☐ Saving Throw

☐ ☐

## INTELLIGENCE (INT)

☐ Saving Throw

☐ ☐ Arcana ☐  
☐ ☐ History ☐  
☐ ☐ Investigation ☐  
☐ ☐ Nature ☐  
☐ ☐ Religion ☐  
☐ ☐

## WISDOM (WIS)

☐ Saving Throw

☐ ☐ Animal Handling ☐  
☐ ☐ Insight ☐  
☐ ☐ Medicine ☐  
☐ ☐ Perception ☐  
☐ ☐ Survival ☐  
☐ ☐

## CHARISMA (CHA)

☐ Saving Throw

☐ ☐ Deception ☐  
☐ ☐ Intimidation ☐  
☐ ☐ Performance ☐  
☐ ☐ Persuasion ☐  
☐ ☐

● Proficient | ◆ Expertise | ☐ Armor Penalty

PROFICIENCY BONUS

INITIATIVE MODIFIER

INSPIRATION

ARMOR CLASS

Unarmored

ARMOR, SHIELD, PROTECTIONS

ADVANTAGES, RESISTANCES, IMMUNITIES

HIT POINTS  
MAXIMUM

TEMPORARY  
HIT POINTS

CURRENT HIT POINTS

HIT DICE MAXIMUM

\_\_\_\_ d \_\_\_\_ ☐ ☐ ☐ ☐ ☐  
 \_\_\_\_ d \_\_\_\_ ☐ ☐ ☐ ☐ ☐  
 \_\_\_\_ d \_\_\_\_ ☐ ☐ ☐ ☐ ☐  
 \_\_\_\_ d \_\_\_\_ ☐ ☐ ☐ ☐ ☐

HIT DICE SPENT

Successes ☐ ☐ Failures ☐ ☐

DEATH SAVED

Weapon

+ Att/Dmg

Damage/Type

Range/Reach

Weight

AMMUNITIONS

Special attacks, features, or traits

PASSIVE  
INSIGHT

PASSIVE  
INVESTIGATION

PASSIVE  
PERCEPTION

VISION

special senses

SPEED

base

hour

day

special movement

SENSES & MOVEMENT

COMBAT FEATURES ☐ Refresh after short/long rest | ☒ Refresh after long rest | ☐ Use  
 Feats, abilities, and other features for quick reference in combat

