

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

ARMOR, SHIELD, PROTECTIONS

HIT POINTS
MAXIMUM

TEMPORARY
HIT POINTS

CURRENT HIT POINTS

HIT DICE MAXIMUM

☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐

HIT DICE SPENT

Successes ☐ ☐ Failures ☐ ☐

DEATH SAVED

Weapon + Att/Dmg Damage/Type Range/Reach Weight

<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"/>	Special attacks, features, or traits

AMMUNITIONS

Special attacks, features, or traits

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

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 coins = 1 lb.

VALUABLES

MOUNT OR OTHER COMPANION

OTHER NOTES