

LEVEL

Name: _____ Player: _____
 Class: _____
 Race: _____ Background: _____
 Gender: _____ Size: _____ Height: _____ Weight: _____
 Age: _____ Hair: _____ Eyes: _____ Alignment: _____



ABILITIES

Ability	Modifier	Saving Throw
STR STRENGTH	<input type="text"/>	<input type="text"/>
DEX DEXTERITY	<input type="text"/>	<input type="text"/>
CON CONSTITUTION	<input type="text"/>	<input type="text"/>
INT INTELLIGENCE	<input type="text"/>	<input type="text"/>
WIS WISDOM	<input type="text"/>	<input type="text"/>
CHA CHARISMA	<input type="text"/>	<input type="text"/>

SENSES

PASSIVE PERCEPTION = 10 + Perception skill

COMBAT

ARMOR CLASS

Armor Bonus

+ Shield Bonus

+ Dexterity Modifier Medium Armor (Max Bonus =2) Stealth Disadv.

+ Heavy Armor (No Dex Bonus)

+ Spell Modifier

+ Item Modifier

+ Misc Bonus

NATURAL AC (No ARMOR)

ATTACKS # OF ATTACKS PER ACTION

Weapon	Prof.	Range	To Hit	Damage	Dmg. Type
Special:					
Special:					
Special:					
Special:					

SANITY

Maximum Sanity Current Sanity

8 + Prof. + (Int, Wis, or Dex bonus)

ABILITY SAVE DC

8 + _____ + Prof Bonus 8 + _____ + Prof Bonus

Saving Throw Advantages/Disadvantages

SPECIAL FEATURES

Feature	Max Use	Recovery	Used



PROFICIENCY BONUS

INSPIRATION

SKILLS

Bonus	Skill Name	Proficient
<input type="checkbox"/>	Acrobatics (Dex)	<input type="checkbox"/>
<input type="checkbox"/>	Animal Handling (Wis)	<input type="checkbox"/>
<input type="checkbox"/>	Arcana (Int)	<input type="checkbox"/>
<input type="checkbox"/>	Athletics (Str)	<input type="checkbox"/>
<input type="checkbox"/>	Deception (Cha)	<input type="checkbox"/>
<input type="checkbox"/>	History (Int)	<input type="checkbox"/>
<input type="checkbox"/>	Insight (Wis)	<input type="checkbox"/>
<input type="checkbox"/>	Intimidation (Cha)	<input type="checkbox"/>
<input type="checkbox"/>	Investigation (Int)	<input type="checkbox"/>
<input type="checkbox"/>	Medicine (Wis)	<input type="checkbox"/>
<input type="checkbox"/>	Nature (Int)	<input type="checkbox"/>
<input type="checkbox"/>	Perception (Wis)	<input type="checkbox"/>
<input type="checkbox"/>	Performance (Cha)	<input type="checkbox"/>
<input type="checkbox"/>	Persuasion (Cha)	<input type="checkbox"/>
<input type="checkbox"/>	Religion (Int)	<input type="checkbox"/>
<input type="checkbox"/>	Sleight of Hand (Dex)	<input type="checkbox"/>
<input type="checkbox"/>	Stealth (Dex)	<input type="checkbox"/>
<input type="checkbox"/>	Survival (Wis)	<input type="checkbox"/>

INITIATIVE Dex + Misc

BASE SPEED **ENCUMBERED**

HIT POINTS

Max HP

Temporary HP

Wounds

Level	Die Type	Con	#Used
H	<input type="text"/>	<input type="text"/>	<input type="text"/>
I	<input type="text"/>	<input type="text"/>	<input type="text"/>
T	<input type="text"/>	<input type="text"/>	<input type="text"/>
D	<input type="text"/>	<input type="text"/>	<input type="text"/>
I	<input type="text"/>	<input type="text"/>	<input type="text"/>
C	<input type="text"/>	<input type="text"/>	<input type="text"/>
E	<input type="text"/>	<input type="text"/>	<input type="text"/>

RESISTANCES (HALF DAMAGE)

Recover half of your maximum hit dice after a Long Rest

DEATH SAVES (DC 10)

Survive Perish

ACTIONS (1 ACTION, 1 BONUS ACTION, AND 1 REACTION PER TURN)

Base Actions

Bonus Actions

Reactions

