

NAME	CLASS	LEVEL	RACE	SUBRACE	EXPERIENCE POINTS	XP NEXT LEVEL
BACKGROUND		ALIGNMENT	RELIGION/PATRON/DIETY		LANGUAGES	
SIZE	GENDER	AGE	HEIGHT	WEIGHT	EYES	HAIR

PROFICIENCY BONUS

INSPIRATION

SAVING THROWS

ATHLETICS

STRENGTH

SAVING THROWS

ACROBATICS

SLEIGHT OF HAND

STEALTH

DEXTERITY

SAVING THROWS

CONSTITUTION

SAVING THROWS

ARCANA

HISTORY

INVESTIGATION

NATURE

RELIGION

INTELLIGENCE

SAVING THROWS

ANIMAL HANDLING

INSIGHT

MEDICINE

PERCEPTION

SURVIVAL

WISDOM

SAVING THROWS

DECEPTION

INTIMIDATION

PERFORMANCE

PERSUASION

CHARISMA

PASSIVE WISDOM (PERCEPTION)

WEIGHT CARRIED

ENCUMBERED

STRx5. Speed -10

HEAVILY ENCUMBERED

STRx10. Speed -20, Disadvantage on ability checks, attack rolls, and saving throws that use STR, DEX, CON

PUSH, DRAG, LIFT

STRx30. Speed limited to 5

ARMOR CLASS

=

DEX MODIFIER

+

ARMOR

+

SHIELD

+

MISC

INITIATIVE

DEX Modifier

SPEED

MAX

CURRENT

Determined by race

DEATH SAVING THROWS

SUCCESSES

FAILURES

HIT POINTS

MAX

CURRENT

EXHAUSTION LEVEL

1 Disadvantage on ability checks

2 Speed halved

3 Disadvantage on attack rolls and saving throws

4 Hit Point maximum halved

5 Speed reduced to 0

6 Death

HIT DICE

TOTAL

CURRENT

WEAPON AND ARMOR PROFICIENCIES

SPELLCASTING ABILITY

Determined by class

SPELL SAVE DC

Proficiency bonus + spellcasting ability modifier

SPELL ATTACK BONUS

Spell save DC + 8

WEAPON

TYPE

RANGE

ATK BONUS

DAMAGE

WEAPON

TYPE

RANGE

ATK BONUS

DAMAGE

WEAPON

TYPE

RANGE

ATK BONUS

DAMAGE

ATTACKS

CP

SP

GP

PP

EQUIPMENT

FEATURES, TRAITS, AND SPELLS