

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

INSPIRATION

PROFICIENCY BONUS

Skill modifiers = ability modifier + proficiency bonus

STRENGTH

Add race/subrace bonuses

SAVING THROWS

ATHLETICS

DEXTERITY

Add race/subrace bonuses

SAVING THROWS

ACROBATICS

SLEIGHT OF HAND

STEALTH

CONSTITUTION

Add race/subrace bonuses

SAVING THROWS

INTELLIGENCE

Add race/subrace bonuses

SAVING THROWS

ARCANA

HISTORY

INVESTIGATION

NATURE

RELIGION

WISDOM

Add race/subrace bonuses

SAVING THROWS

ANIMAL HANDLING

INSIGHT

MEDICINE

PERCEPTION

SURVIVAL

CHARISMA

Add race/subrace bonuses

SAVING THROWS

DECEPTION

INTIMIDATION

PERFORMANCE

PERSUASION

PASSIVE PERCEPTION

10 + perception skill modifier + other bonuses

ARMOR CLASS

=

DEX MODIFIER

+

ARMOR

+

SHIELD

+

MISC

INITIATIVE

DEX Modifier

SPEED

MAX

CURRENT

Determined by race

DEATH SAVING THROWS

SUCCESSSES

FAILURES

EXHAUSTION LEVEL

Disadvantage on ability checks

Speed halved

Disadvantage on attack rolls and saving throws

Hit Point maximum halved

Speed reduced to 0

Death

HIT POINTS

MAX

TEMP

CURRENT

HIT DICE

TOTAL

CURRENT

Determined by class

SPELLCASTING ABILITY

Determined by class

SPELL ATTACK BONUS

Proficiency bonus + spellcasting ability modifier

SPELL SAVE DC

Spell attack bonus + 8

WEAPON

TYPE

RANGE

ATK BONUS

DAMAGE

WEAPON

TYPE

RANGE

ATK BONUS

DAMAGE

WEAPON

TYPE

RANGE

ATK BONUS

DAMAGE

ATTACKS

EQUIPMENT

WEAPON AND ARMOR PROFICIENCIES

FEATURES, TRAITS, AND SPELLS