

Class & Level	Background	
Race	Alignment	
Experience Points	XP Next Level	Player's Name

Character Name

**STRENGTH**

Saving Throw

Athletics

**DEXTERITY**

Saving Throw

Acrobatics

Sleight of Hand

Stealth ♣

**CONSTITUTION**

Saving Throw

**INTELLIGENCE**

Saving Throw

Arcana

History

Investigation

Nature

Religion

**WISDOM**

Saving Throw

Animal Handling

Insight

Medicine

Perception

Survival

**CHARISMA**

Saving Throw

Deception

Intimidation

Performance

Persuasion

● Proficient | ◆ Expertise | ♣ Armor penalty

**PROFICIENCY BONUS**

**INITIATIVE**

**ARMOR CLASS**

ARMOR, SHIELD, PROTECTIONS

ADVANTAGES, RESISTANCES, IMMUNITIES

HIT POINTS MAXIMUM \_\_\_\_\_

CURRENT HIT POINTS

TEMPORARY HIT POINTS

HIT DICE MAXIMUM \_\_\_\_\_

HIT DICE SPENT

Successes     Failed

DEATH SAVES

Weapon	Attack	Damage/Type	Range	Weight

WEAPONS & AMMUNITIONS

PASSIVE WISDOM (PERCEPTION)

INSPIRATION

**VISION**

**SPEED**

base hour day

special movement

**SENSES & MOVEMENT**

COMBAT FEATURES

Feats, abilities, and other features for quick reference in combat

▷ Refresh after short/long rest | ► Refresh after long rest | □ Use