

CHARACTER NAME

CLASS & LEVEL BACKGROUND PLAYER NAME

RACE ALIGNMENT EXPERIENCE POINTS

Max. carrying capacity
Strength x 15

Encumbered (x5)
Speed -10

lbs

DM INSPIRATION

Bardic INSPIRATION

Liquid COURAGE

PROFICIENCY BONUS

STRENGTH

DEXTERITY

CONSTITUTION

INTELLIGENCE

WISDOM

CHARISMA

Strength A

Dexterity V

Constitution A

Intelligence T

Wisdom A

Charisma G

SAVING THROWS

(Dex) Acrobatics A

(Wis) Animal Handling D

(Int) Arcana V

(Str) Athletics A

(Cha) Deception N

(Int) History T

(Wis) Insight A

(Cha) Intimidation A

(Int) Investigation G

(Wis) Medicine E

(Int) Nature A

(Wis) Perception A

(Cha) Performance A

(Cha) Persuasion G

(Int) Religion E

(Dex) Sleight of Hand E

(Dex) Stealth E

(Wis) Survival E

SKILLS

PASSIVE WISDOM (PERCEPTION)

ARMOR CLASS

Speed Bonus

Walk Speed

Fly Speed

Swim Speed

Climb Speed

INITIATIVE

EXHAUSTION LEVEL

Hit Point Maximum

CURRENT HIT POINTS + TEMPORARY HIT POINTS

Second Wind

Bloodied

Paralyzed

Petrified

Poisoned

Proned

Restrained

Silenced

Sleep

Stunned

Blinded

Charmed

Deafened

Frightened

Grappled

Incapacitated

Invisible

Total

HIT DICE

SUCCESSES

FAILURES

DEATH SAVES

NAME	ATK BONUS	DAMAGE / TYPE

ATTACKS & SPELLCASTING

OTHER PROFICIENCIES & LANGUAGES

EQUIPMENT

CP

SP

EP

GP

PP

FEATURES & TRAITS

