

CLASS & LEVEL

BACKGROUND

PLAYER NAME

CHARACTER 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 D

Constitution V

Intelligence A

Wisdom N

Charisma T

G

E

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 G

(Cha) Persuasion E

(Int) Religion

(Dex) Sleight of Hand

(Dex) Stealth

(Wis) Survival

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

Total

HIT DICE

SUCCESSSES

FAILURES

DEATH SAVES

Second Wind
 Bloodied
 Paralyzed
 Petrified
 Poisoned
 Prone
 Restrained
 Silenced
 Sleep
 Stunned
 Blinded
 Charmed
 Deafened
 Frightened
 Grappled
 Incapacitated
 Invisible

NAME	ATK BONUS	DAMAGE / TYPE

ATTACKS & SPELLCASTING

OTHER PROFICIENCIES & LANGUAGES

CP

SP

EP

GP

PP

EQUIPMENT

FEATURES & TRAITS