


Name: \_\_\_\_\_  
 Player: \_\_\_\_\_ Age: \_\_\_\_\_  
 Class: \_\_\_\_\_ Race: \_\_\_\_\_  
 Level: \_\_\_\_\_ Alignment: \_\_\_\_\_  
 Speed: \_\_\_\_\_


Inspiration





 **STR**  Athletics

 **DEX**  Acrobatics  
 Sleight of Hand  
 Stealth   
 Tools

 **CON**

 **INT**  Arcana  Religion  
 History   
 Investigation  
 Nature

 **WIS**  Animals  Survival  
 Insight   
 Medicine  
 Perception

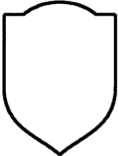
 **CHA**  Deception  
 Intimidation   
 Performance  
 Persuasion

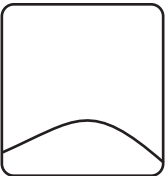
**Abilities**

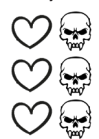
**Passive Wisdom**  
(Perception)

**Proficiency Bonus**

**Initiative**

 **Armor Class**  
 Armor: \_\_\_\_\_  
 Shield: \_\_\_\_\_  
 Dexterity: \_\_\_\_\_

 **Hit Points ( )**  
 Max: \_\_\_\_\_  
 Con: \_\_\_\_\_  
 HD Used: \_\_\_\_\_  
 Temp: \_\_\_\_\_



**Main Weapons**

Weapon	To-Hit	Damage	Type	Weight
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## Equipment

Item

Weight Notes

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Weight Carried: \_\_\_\_\_ lbs (5X Str is -10' Speed; 10X Str is -20' Speed and Disadvantage)

## Gold & Gems



## Background

## Languages

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## Experience

XP Needed

## Resting

Short Rest (1 hour): Spend 1 or more HD (+Con bonus) to regain health.

Long Rest (8 hours): Regain all lost HP and spent HD equal to have the PC's total HD.

## Additional Traits

## Attribute Modifiers

Attribute 4-5	-3
Attribute 6-7	-2
Attribute 8-9	-1
Attribute 12-13	+1
Attribute 14-15	+2
Attribute 16-17	+3
Attribute 18-19	+4

## Actions

ATTACK

Attack, shove, or grab (Athletics vs. Athletics/Dexterity)

MOVE

Dash to increase your Speed, or disengage to escape attacks of opportunity

HELP

One ally gets advantage on their next ability check. Or foe within 5' of your ally has disadvantage.

DODGE

All attacks against you have disadvantage

STABILIZE

DC 10 Medicine check