# Character Sheet

**Character Name**

| Class & Level | | Age | Height | Weight |
|---|---|---|---|---|

| Race | Hair | Eyes | Skin |
|---|---|---|---|

| Background | Alignment | Experience Points | Player Name |
|---|---|---|---|

**Proficiency Bonus**

**AC**

**Initiative**

**Speed**

**Inspiration** ◎

**Passive Perception**

**Hit Points | Maximum**

Temporary

**Hit Dice**

... Athletics

**Strength**
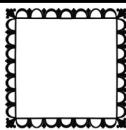
Deception ...
Intimidation ...
Performance ...
Persuasion ...

**Charisma**

**Dexterity**

... Acrobatics
... Sleight of Hand
... Stealth

**Saving Throws**

**Death Saves**

Insight ...
Medicine ...
Perception ...
Survival ...
Animal Handling ...

**Wisdom**

**Constitution**
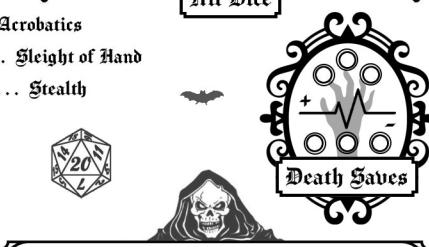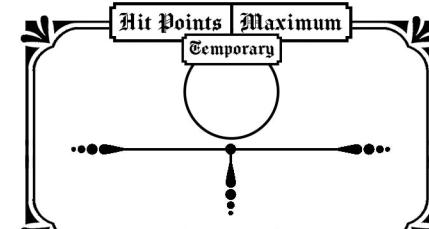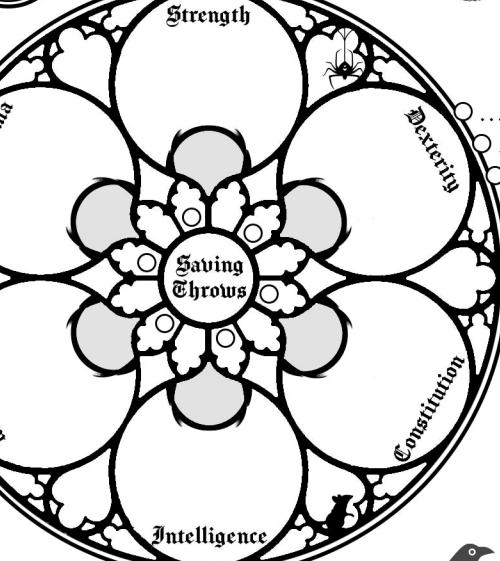
**Conditions & Resistances**

**Intelligence**

... Arcana
... History
... Investigation
... Nature
... Religion

## Attacks & Spellcasting

| Name | To Hit | Damage | Type |
|---|---|---|---|
| | | | |
| | | | |
| | | | |
| | | | |
| | | | |

Ammo

**Spell**

**Save DC**

**Attack Bonus**

**Personality Traits**

**Ideals**

**Bonds**

**Flaws**

## Other Proficiencies & Languages

### Proficiencies

**Armor** | **Weapons**
○ Light | ○ Simple
○ Medium | ○ Martial
○ Heavy | ○ Shields

**Current**

**Bonus Resources**

Maximum

## Equipment

#

C
S
E
G
P

**Attunements**

**Weight**

## Features & Traits

**Turn Timer** 1 2 3 4 5 6 7 8 9 0

**Spellcasting Class & Level**

**Spellcasting Ability**

**Turn Timer** 1 2 3 4 5 6 7 8 9 0

**Spell Save DC**

**Cantrips** C/R

**Spell Attack Bonus**

LINE  CONE  CUBE  SPHERE  CYLINDER

* POINT OF ORIGIN

**1st Level** Available ○○○○○ ○○○○ Used C/R

**3rd Level** Available ○○○ ○○○ Used C/R

**2nd Level** Available ○○○ ○○○ Used C/R

**4th Level** Available ○○○ ○○○ Used

**6th Level** Available ○○ ○○ Used

**5th Level** Available ○○○ ○○○ Used

**7th Level** Available ○○ ○○ Used

**9th Level** Available ○ ○ Used

**8th Level** Available ○ ○ Used

## Current Carry Weight

## Maximum Carry Weight

## Character Name

Head

Back

Neck

Body

Hands

Waist

Main Weapon

Secondary Weapon

Feet

Shield

Finger

Finger

Arcane Focus    Holy Symbol
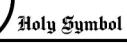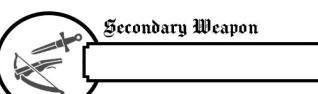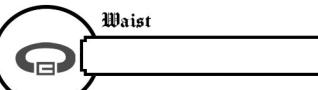
## Treasure

# 🎒

## Potions & Poisons

# 🎒

Bedroll ○

Water

Feet of Rope

Rations

## Inventory

# 🎒

## Miscellaneus

# 🎒

Take Cover
or
It's Over
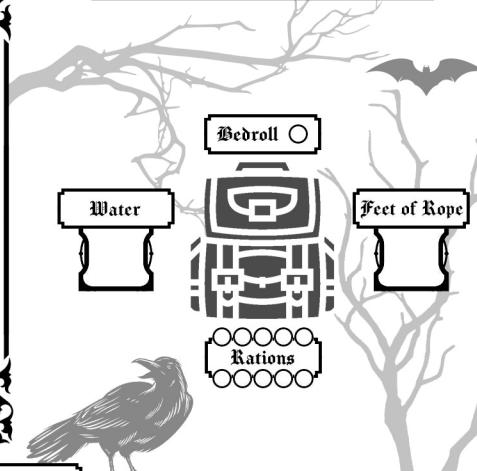
*Attack / Cast a Spell / Grapple / Shove / Dash / Disengage / Dodge / Escape / Help / Hide / Use Object / Use Shield / Search / Ready / Improvise*