



PLAYER NAME	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30	31	32	33	34	35	36	37	38	39	40	41	42	43	44	45	46	47	48	49	50	51	52	53	54	55	56	57	58	59	60	61	62	63	64	65	66	67	68	69	70	71	72	73	74	75	76	77	78	79	80	81	82	83	84	85	86	87	88	89	90	91	92	93	94	95	96	97	98	99	100
1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30	31	32	33	34	35	36	37	38	39	40	41	42	43	44	45	46	47	48	49	50	51	52	53	54	55	56	57	58	59	60	61	62	63	64	65	66	67	68	69	70	71	72	73	74	75	76	77	78	79	80	81	82	83	84	85	86	87	88	89	90	91	92	93	94	95	96	97	98	99	100	

EXPERIENCE POINTS

 — SAVING THROW
 — ATHLETICS

 — SAVING THROW
 — ACROBATICS
 — SLEIGHT OF HAND
 — STEALTH

☐ SAVING THROW

- SAVING THROW
- ARCANA
- HISTORY
- INVESTIGATION
- NATURE
- RELIGION

- — SAVING THROW
- — ANIMAL HANDLING
- — INSIGHT
- — MEDICINE
- — PERCEPTION
- — SURVIVAL

○ — SAVING THROW
○ — DECEPTION
○ — INTIMIDATION
○ — PERFORMANCE
○ — PERSUASION

PROFICIENCY BONUS

PASSIVE WISDOM (PERCEPTION)

AC

CONDITIONS

INITIATIVE

HIT POINTS

HIT DICE

SUCCESSES
○—○—○
FAILURES
○—○—○
DEATH

ATTACKS PER ACTION

WEAPON Attunement 0RANGE

TO HIT

DAMAGETYPEWEAPON

Attunement O

RANGE

TO HIT

DAMAGETYPEWEAPON

Attunement 0

RANGE

TO HIT

DAMAGETYPE

AMMUNITION

COUNT

PROFICIENCIES

Armor & Weapons

Languages

Tools

FEATURES & OTHER ABILITIES

EQUIPMENT

Attuned Items

SPELLCASTING

Spell Attack Modifier

Spell Save DCCantrips KnownPrepared Spells