



Character name	Level	XP
Player name	Race	Alignment

<input type="checkbox"/> SAVING THROW	<input type="checkbox"/> ATHLETICS
<input type="checkbox"/> STRENGTH	
<input type="checkbox"/> DEXTERITY	<input type="checkbox"/> SAVING THROW
	<input type="checkbox"/> ACROBATICS
	<input type="checkbox"/> SLEIGHT OF HAND
	<input type="checkbox"/> STEALTH
<input type="checkbox"/> CONSTITUTION	<input type="checkbox"/> SAVING THROW
	<input type="checkbox"/> ARCANA
	<input type="checkbox"/> HISTORY
	<input type="checkbox"/> INVESTIGATION
	<input type="checkbox"/> NATURE
	<input type="checkbox"/> RELIGION
<input type="checkbox"/> INTELLIGENCE	<input type="checkbox"/> SAVING THROW
	<input type="checkbox"/> ANIMAL HANDLING
	<input type="checkbox"/> INSIGHT
	<input type="checkbox"/> MEDICINE
	<input type="checkbox"/> PERCEPTION
	<input type="checkbox"/> SURVIVAL
<input type="checkbox"/> WISDOM	<input type="checkbox"/> SAVING THROW
	<input type="checkbox"/> DECEPTION
	<input type="checkbox"/> INTIMIDATION
	<input type="checkbox"/> PERFORMANCE
	<input type="checkbox"/> PERSUASION
<input type="checkbox"/> CHARISMA	
Proficiency Bonus	Passive Perception

AC	CONDITIONS
INITIATIVE	Maximum Temporary
SPEED	HIT POINTS
HIT DICE You can spend one or more hit dice at the end of a short rest. Roll each die and add your CON modifier. You regain HP equal to the total. Regain hit dice up to half your max. hit dice (min. of 1) after a long rest.	
Die size	Max. dice Dice left
DEATH SAVING THROWS If you start your turn with 0 HP, roll a d20. If the roll is 10 or higher, mark off 1 success, otherwise, mark off 1 failure. 3 success and you become stable, 3 failures and you die. Rolling a 1 counts as 2 failures. If you roll a 20, you regain 1 HP and regain consciousness. If you take damage while at 0 HP, mark off 1 failure. If you suffer a critical hit, mark off 2 failures. If the damage exceeds your max. HP, you suffer instant death.	
Successes	Failures

Weapon	Range
To hit	Damage
Weapon	Range
To hit	Damage
Weapon	Range
To hit	Damage
Ammunition	Count
Ammunition	Count
Number of attacks per attack action	

Currently Equipped	
Item	Count
Item	Count
Item	Count

Armor, Weapon & Tool Proficiencies

Known Languages

Features & Other

Currency	Amount

FIGHTING STYLE @ Level 1 and 10
 Select one Fighting Style at level 1 and another at level 10.

Archery
 You gain a +2 bonus to attacks you make with ranged weapons.

Defense
 While wearing armor, you gain a +1 bonus to AC.

Dueling
 When you are wielding a melee weapon in one hand and no other weapons, you gain a +2 bonus to damage rolls with that weapon.

Great Weapon Fighting
 When you roll a 1 or 2 on a damage die for an attack you make with a melee weapon that you are wielding with two hands, you can reroll the die. You must use the new roll.

Protection
 When a creature you can see attacks a target other than you that is within 5 feet of you, you can use your reaction to impose disadvantage on the attack roll. You must be wielding a shield.

Two-Weapon Fighting
 When you engage in two-weapon fighting, you can add your ability modifier to the damage of the second attack.

SECOND WIND @ Level 1
 You can use your Bonus action to regain HP equal to 1d10 + your fighter level. Regain after short or long rest.

Number of times used

ACTION SURGE @ Level 2 and 17
 Take one extra action and possible bonus action on your turn. You can only use this feature once per turn. Regain after short or long rest.

Number of times used

INDOMITABLE @ Level 9, 13 and 17
 Reroll a failed saving throw. Must use new roll. Regain after long rest.

Number of times used

Notes

FIGHTER