



Character name	Level	XP
Player name	Race	Alignment

<b>STRENGTH</b>	○ — SAVING THROW ○○ — ATHLETICS
<b>DEXTERITY</b>	○ — SAVING THROW ○○ — ACROBATICS ○○ — SLEIGHT OF HAND ○○ — STEALTH
<b>CONSTITUTION</b>	○ — SAVING THROW
<b>INTELLIGENCE</b>	○ — SAVING THROW ○○ — ARCANA ○○ — HISTORY ○○ — INVESTIGATION ○○ — NATURE ○○ — RELIGION
<b>WISDOM</b>	○ — SAVING THROW ○○ — ANIMAL HANDLING ○○ — INSIGHT ○○ — MEDICINE ○○ — PERCEPTION ○○ — SURVIVAL
<b>CHARISMA</b>	○ — SAVING THROW ○○ — DECEPTION ○○ — INTIMIDATION ○○ — PERFORMANCE ○○ — PERSUASION
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 ○○

**IMPROVED CRITICAL @ Level 3**  
Your weapon attacks score a critical hit on a roll of 19 or 20.

**REMARKABLE ATHLETE @ Level 7**  
Running long jump distance increases by number of ft. equal to your STR modifier.

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

Number of times used ○○○

**SUPERIOR CRITICAL @ Level 15**  
Your weapon attacks score a critical hit on a roll of 18, 19 or 20.

**SURVIVOR @ Level 18**  
At the start of each of your turns, you regain HP equal to 5 + your CON modifier if you have no more than half your HP left. You don't gain HP if you have 0 HP.

Notes

FIGHTER - CHAMPION