

NOTES

NAME
ALIGNMENT
LEVEL
SPEED
HIT DIE

RACE

CLASS

EXPERIENCE

HD TOTAL

INSPIRATION ○

PROFICIENCY
BONUS +

STRENGTH

- ◇ SAVING THROWS
- ATHLETICS

DEXTERITY

- ◇ SAVING THROWS
- ACROBATICS
- SLEIGHT OF HAND
- STEALTH

CONSTITUTION

- ◇ SAVING THROWS

INTELLIGENCE

- ◇ SAVING THROWS
- ARCANA
- HISTORY
- INVESTIGATION
- NATURE
- RELIGION

WISDOM

- ◇ SAVING THROWS
- ANIMAL HANDLING
- INSIGHT
- MEDICINE
- PERCEPTION
- SURVIVAL

CHARISMA

- ◇ SAVING THROWS
- DECEPTION
- INTIMIDATION
- PERFORMANCE
- PERSUASION

UNARMORED

INITIATIVE

CURRENT
H P

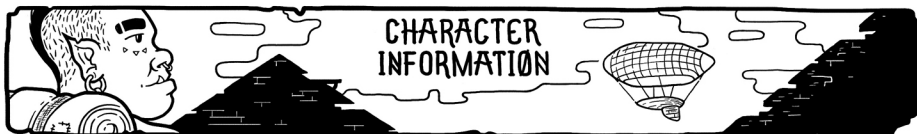
WEAPONS & SPELLS

DEATH SAVES

TEMPORARY HP

NAME	ATTACK	DAMAGE/ TYPE

FEATURES & TRAITS



CHARACTER INFORMATION

APPEARANCE

AGE

HEIGHT

WEIGHT

EYES

SKIN

HAIR

BACKGROUND

PERSONALITY

IDEALS

BONDS

FLAWS

OTHER CHARACTER INFO

LANGUAGES

PROFICIENCIES

BACKSTORY

ACTIONS IN COMBAT

ATTACK (PHB 192)

CAST A SPELL (PHB 192 & 202)

DASH (PHB 192)
YOU GAIN EXTRA MOVEMENT EQUAL TO YOUR SPEED AFTER MODIFIERS.

DISENGAGE (PHB 192)
YOUR MOVEMENT DOES NOT PROVOKE ATTACKS OF OPPORTUNITY FOR THE REST OF THE TURN.

DODGE (PHB 192)
UNTIL THE START OF YOUR NEXT TURN, ANY ATTACK ROLL MADE AGAINST YOU HAS DISADVANTAGE IF YOU CAN SEE THE ATTACKER. YOU MAKE DEXTERITY SAVING THROWS WITH ADVANTAGE. YOU LOSE THIS BENEFIT IF YOU ARE INCAPACITATED OR YOUR SPEED DROPS TO ZERO.

HIDE (PHB 192)
MAKE A STEALTH CHECK IN AN ATTEMPT TO HIDE.

HELP (PHB 192)

YOU ASSIST ANOTHER CREATURE IN A TASK, AND THE CREATURE GAINS ADVANTAGE ON ITS NEXT ABILITY CHECK TO PERFORM A TASK AS LONG AS THAT TASK IS BEFORE YOUR NEXT TURN.

READY (PHB 193)

DECIDE ON THE CIRCUMSTANCES THAT WILL TRIGGER YOUR REACTION AND THE ACTION YOU WILL TAKE IN RESPONSE TO THAT TRIGGER. YOU CAN ALSO CHOOSE TO MOVE YOUR SPEED. WHEN THE TRIGGER OCCURS YOU TAKE THE ACTION AS A REACTION AFTER THE TRIGGER FINISHES.

SEARCH (PHB 193)

YOU MAKE EITHER AN INVESTIGATION OR PERCEPTION CHECK TO LOCATE SOMETHING.

USE AN OBJECT (PHB 193)

YOU INTERACT WITH AN OBJECT THAT REQUIRES AN ACTION. IF YOU WISH YOU CAN INTERACT WITH A SECOND OBJECT ON THE SAME TURN.

ADVANTAGE

WHEN A CHARACTER HAS ADVANTAGE, THE PLAYER ROLLS TWO D20'S AND SELECTS THE HIGHER ROLL. (PHB 173)

DISADVANTAGE

WHEN A CHARACTER HAS DISADVANTAGE, THE PLAYER ROLLS TWO D20'S AND SELECTS THE LOWER ROLL. (PHB 173)

IF A CHARACTER HAS BOTH ADVANTAGE AND DISADVANTAGE, THEY HAVE NEITHER. (PHB 173)

DEATH & DYING

INSTANT DEATH (PHB 197)

A CHARACTER IS INSTANTLY KILLED WHEN THAT CHARACTER IS REDUCED TO 0 HIT POINTS AND THE REMAINING DAMAGE EQUALS OR EXCEEDS THAT CHARACTER'S HIT POINT MAX.

DEATH SAVING THROWS (PHB 197)

WHENEVER A CHARACTER STARTS ITS TURN WITH 0 HIT POINTS, THAT CHARACTER MUST MAKE A DEATH SAVING THROW. ROLL A D20 WITH NO BONUSES. IF THE ROLL IS 10 OR HIGHER, THE ROLL SUCCEEDS. AFTER THREE SUCCESSIONS, THE CHARACTER STABILIZES. AFTER THREE FAILURES, THE CHARACTER DIES. THESE SUCCESSIONS OR FAILURES DO NOT HAVE TO BE CONSECUTIVE.

NATURAL 20s AND 1s (PHB 197)

ON A ROLL OF 20, THE CHARACTER REGAINS 1 HIT POINT. A ROLL OF 1 COUNTS AS TWO FAILURES.

DAMAGE AT 0 HIT POINTS (PHB 197)

IF A CHARACTER TAKES DAMAGE WHILE AT 0 HIT POINTS, THAT CHARACTER SUFFERS 1 DEATH SAVING THROW FAILURE, 2 IF THE DAMAGE IS FROM A CRITICAL HIT. IF THE DAMAGE EXCEEDS THE CHARACTER'S HIT POINT MAXIMUM, THAT CHARACTER SUFFERS INSTANT DEATH.

STABILIZING A CREATURE (PHB 197-198)

YOU CAN USE AN ACTION TO ADMINISTER FIRST AID TO A CREATURE BY MAKING A DC 10 MEDICINE CHECK. A STABLE CREATURE DOES NOT MAKE DEATH SAVING THROWS, BUT HAS 0 HIT POINTS AND REMAINS UNCONSCIOUS. A CREATURE MUST START MAKING DEATH SAVING THROWS IF IT TAKES ANY DAMAGE.

A STABLE CREATURE THAT ISN'T HEALED REGAINS 1 HIT POINT AFTER 1D4 HOURS.

WHAT YOU CAN DO ON YOUR TURN

MOVE – ONE ACTION – ONE BONUS ACTION – ONE REACTION

MOVE

YOU CAN MOVE A DISTANCE UP TO YOUR SPEED. YOU CAN SWITCH BETWEEN DIFFERENT MOVE TYPES. (PHB 190)

YOU MAY BREAK UP YOUR MOVEMENT DURING YOUR TURN USING SOME OF YOUR SPEED BEFORE AND AFTER YOUR ACTION, INCLUDING BETWEEN ATTACKS. (PHB 190)

MOVEMENT COST DOUBLED IN DIFFICULT TERRAIN, OR WHEN CLIMBING, CRAWLING AND SWIMMING (UNLESS CREATURE HAS A CLIMBING/ SWIMMING SPEED). (PHB 182, 190)

YOU MAY DROP PRONE WITHOUT USING ANY SPEED. STANDING UP FROM PRONE COSTS HALF YOUR SPEED. YOU MAY CRAWL WHILE PRONE. (PHB 190–191)

LONG JUMP (PHB 182)

YOU CAN COVER A DISTANCE EQUAL TO YOUR STRENGTH SCORE IN FEET IF YOU MOVE AT LEAST 10 FEET ON FOOT BEFORE MAKING THE JUMP. WHEN YOU MAKE A STANDING JUMP, YOU CAN LEAP ONLY HALF THAT DISTANCE.

HIGH JUMP (PHB 182)

YOU CAN LEAP A NUMBER OF FEET INTO THE AIR EQUAL TO YOUR STRENGTH MODIFIER +3 IF YOU MOVE AT LEAST 10 FEET ON FOOT IMMEDIATELY BEFORE THE JUMP. IF YOU MAKE A STANDING HIGH JUMP, YOU ONLY JUMP HALF THAT DISTANCE.

ATTACK ACTIONS

TWO-WEAPON FIGHTING (PHB 195)

WHEN YOU TAKE AN ATTACK ACTION WITH A LIGHT MELEE WEAPON IN ONE HAND, YOU CAN USE A BONUS ACTION TO ATTACK WITH A DIFFERENT LIGHT MELEE WEAPON IN THE OTHER HAND. YOU DO NOT ADD YOUR ABILITY MODIFIER TO THE DAMAGE OF THE BONUS ATTACK, UNLESS THE MODIFIER IS NEGATIVE. IF EITHER WEAPON HAS THE THROWN PROPERTY, YOU CAN THROW THE WEAPON INSTEAD OF MAKING A MELEE ATTACK WITH IT.

GRAPPLING (PHB 195)

YOU USE AN ATTACK ACTION TO START A GRAPPLE. THE TARGET OF THE GRAPPLE CAN'T BE MORE THAN ONE SIZE GREATER THAN YOU. USING ONE HAND, YOU ATTEMPT TO SEIZE THE TARGET BY MAKING AN ATHLETICS CHECK CONTESTED BY THE TARGET'S CHOICE OF AN ATHLETICS OR ACROBATICS CHECK. IF YOU SUCCEED, THE TARGET IS GRAPPLED. YOU MAY RELEASE THE TARGET WHENEVER YOU LIKE. A GRAPPLED CREATURE CAN USE ITS ACTION TO ESCAPE BY MAKING AN ATHLETICS OR ACROBATICS CHECK OPPOSED BY YOUR ATHLETICS. YOU CAN MOVE WITH A GRAPPLED CREATURE, BUT YOUR SPEED IS HALVED, UNLESS THE CREATURE IS TWO OR MORE SIZES SMALLER THAN YOU.

SHOVING A CREATURE (PHB 195–196)

YOU MAY SHOVE A CREATURE (CAN BE NO MORE THAN ONE SIZE LARGER THAN YOU) TO PUSH IT AWAY OR KNOCK IT PRONE. YOU MAKE AN ATHLETICS CHECK OPPOSED BY THE TARGET'S CHOICE OF ATHLETICS OR ACROBATICS. ON A SUCCESS, YOU KNOCK THE TARGET PRONE OR PUSH IT 5 FEET AWAY.

KNOCKING A CREATURE OUT (PHB 198)

WHEN AN ATTACKER REDUCES A CREATURE TO 0 HIT POINTS WITH A MELEE ATTACK, THE ATTACKER CAN CHOOSE TO KNOCK THE TARGET OUT INSTEAD. THE CREATURE FALLS UNCONSCIOUS AND IS STABLE.

UNARMED ATTACKS (PHB 195 & 149)

ALL CHARACTERS ARE PROFICIENT WITH UNARMED ATTACKS. AN UNARMED STRIKE DOES 1 POINT OF BLUDGEONING DAMAGE.

OPPORTUNITY ATTACKS (PHB 195)

AN OPPORTUNITY ATTACK IS A REACTION. WHEN A CREATURE MOVES OUT OF THE REACH OF A FOE, THAT CREATURE PROVOKES AN OPPORTUNITY ATTACK, AND THE FOE MAY MAKE ONE MELEE ATTACK AS A REACTION AGAINST THE PROVOKING CREATURE.



ITEMS & LOOT

EQUIPPED ITEMS



COPPER



SILVER



GOLD



PLATINUM

INVENTORY





SPELLCASTING CLASS SPELLCASTING ABILITY* SPELL SAVE DC** SPELL ATTACK BONUS***

CANTRIPS

1 SLOTS TOTAL SLOTS EXPENDED

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3 SLOTS TOTAL SLOTS EXPENDED

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2 SLOTS TOTAL SLOTS EXPENDED

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4 SLOTS TOTAL SLOTS EXPENDED

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5 SLOTS TOTAL SLOTS EXPENDED

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8 SLOTS TOTAL SLOTS EXPENDED

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6 SLOTS TOTAL SLOTS EXPENDED

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9 SLOTS TOTAL SLOTS EXPENDED

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7 SLOTS TOTAL SLOTS EXPENDED

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* SPELLCASTING ABILITY BY CLASS

BARBARIAN — NONE	PALADIN — CHARISMA
BARD — CHARISMA	RANGER — WISDOM
CLERIC — WISDOM	ROGUE — INTELLIGENCE
DRUID — WISDOM	SORCERER — CHARISMA
FIGHTER — INTELLIGENCE	WARLOCK — CHARISMA
MONK — WISDOM	WIZARD — INTELLIGENCE

** SPELL SAVE DC

8 + SPELLCASTING ABILITY MODIFIER
+ PROFICIENCY BONUS + ANY SPECIAL MODIFIERS

*** SPELL ATTACK BONUS

SPELLCASTING ABILITY MODIFIER + PROFICIENCY BONUS

