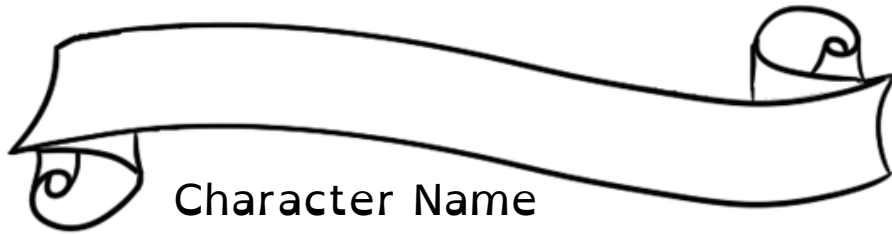
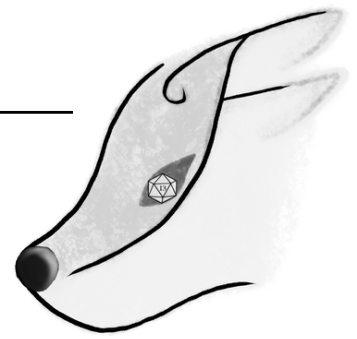


Player Name \_\_\_\_\_



Character Name

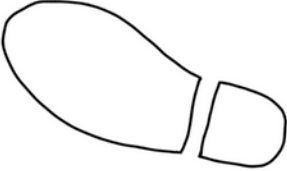


Class & Level

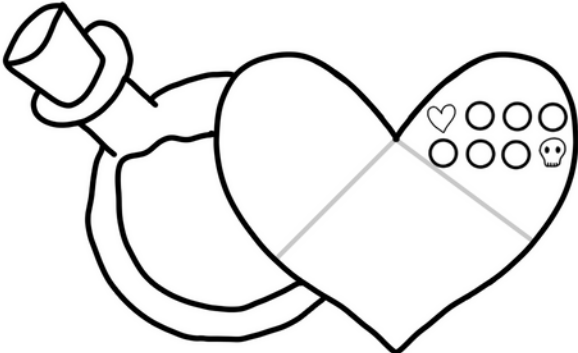
Race

Alignment


Background




Speed



Hit points




Passive perception



Initiative

Hit dice

Armour class



Inventory



Rations



Water skins



Torches



Backpack



Mess Kit



Shield



Rope



Tinderbox



Armour

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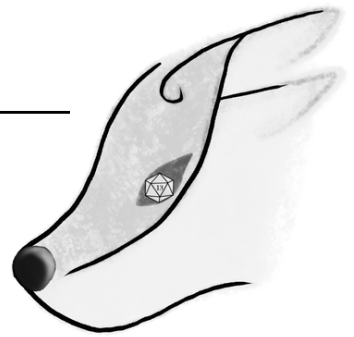


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On your turn you may do one of each:

- Movement (Speed )
- Free Action (open door etc.)



**Action**

Weapon or Spell	Bonus/Save	Range	Damage/Type
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____

Other combat options: Dash, Disengage, Dodge, Grapple, Help, Hide, Prepare, Search, Shove, Improve, Use object.

**Bonus action**

Name	Bonus/Save	Effect
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____

**Reaction**

Name	Bonus	Effect
_____	_____	_____
_____	_____	_____
_____	_____	_____

- |                                     |  |                                     |                                      |
|-------------------------------------|--|-------------------------------------|--------------------------------------|
| <input type="checkbox"/> Blinded    | <input type="checkbox"/> Grappled      | <input type="checkbox"/> Petrified  | <input type="checkbox"/> Stunned     |
| <input type="checkbox"/> Charmed    | <input type="checkbox"/> Incapacitated | <input type="checkbox"/> Poisoned   | <input type="checkbox"/> Unconscious |
| <input type="checkbox"/> Deafened   | <input type="checkbox"/> Invisible     | <input type="checkbox"/> Prone      |                                      |
| <input type="checkbox"/> Frightened | <input type="checkbox"/> Paralysed     | <input type="checkbox"/> Restrained |                                      |





