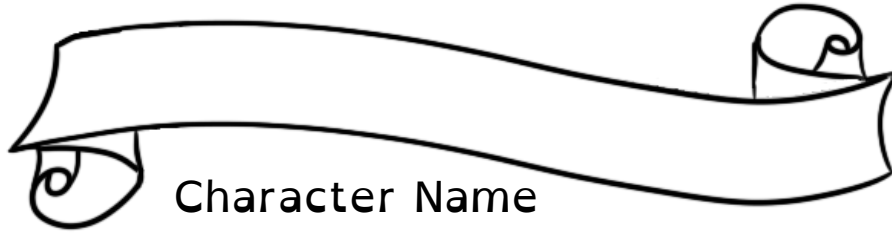
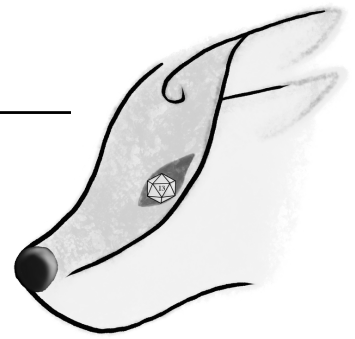


Player Name _____



Character Name



Class & Level

[Empty rounded rectangular box for Race]

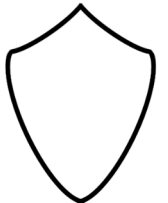
Race

[Empty rounded rectangular box for Alignment]

Alignment

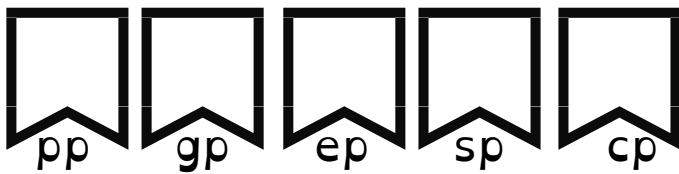
[Empty rounded rectangular box for Background]

Background

Speed	Hit points	Passive perception
		Armour class 
Initiative	Hit dice	

Inventory

Consumables



Rations



Water skins

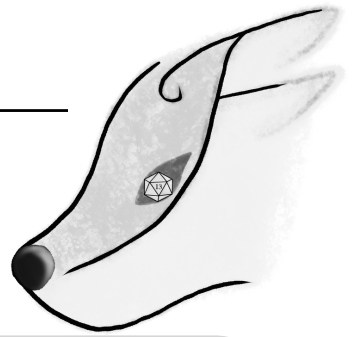


Torches

Five horizontal lines for inventory entries.

Five horizontal lines for consumables entries.

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
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____

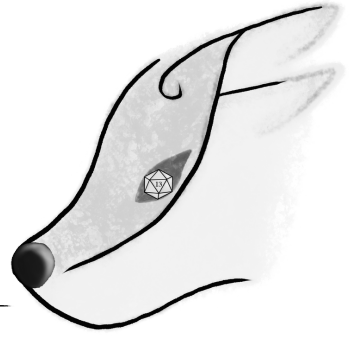
Reaction

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 | |

Player Name

Character Background



Ideals

Flaws

Portrait

Physical appearance

Bonds

Personality traits

Player Name

Extra information

