

CLASS & LEVEL _____	PLAYER NAME _____
RACE _____	ALIGNMENT _____ EXPERIENCE POINTS _____

BATTLE HAS STARTED!

INITIATIVE

IT'S MY TURN I WANT TO:

MOVE:

ATTACK: _ A TURN

WEAPON	TYPE	
_____	_____	
RANGE	ATK BONUS	DAMAGE
_____	_____	_____

USE AN ITEM

_____	_____
_____	_____

I AM BEING ATTACKED!

ARMOR CLASS

Hit Point Maximum _____

CURRENT HIT POINTS _____



I NEED TO HEAL

Total _____

HIT DICE

SUCCESSES

FAILURES

DEATH SAVES

I WANT TO TRY AND DO...

PROFICIENCY BONUS _____

PASSIVE WISDOM (PERCEPTION) _____

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

CLASS FEATURES