

**STRENGTH**

Large circular progress indicator for Strength

CHARACTER NAME \_\_\_\_\_ PLAYER NAME \_\_\_\_\_

GENDER \_\_\_\_\_ RACE \_\_\_\_\_ BACKGROUND \_\_\_\_\_

CLASS \_\_\_\_\_ LEVEL \_\_\_\_\_

**DEXTERITY**

Large circular progress indicator for Dexterity

CLASS \_\_\_\_\_ LEVEL \_\_\_\_\_

HEIGHT \_\_\_\_\_ WEIGHT \_\_\_\_\_ EYES \_\_\_\_\_ HAIR \_\_\_\_\_

**CONSTITUTION**

Large circular progress indicator for Constitution

**SAVING THROWS**

Form for saving throws: STRENGTH, DEXTERITY, CONSTITUTION, INTELLIGENCE, WISDOM, CHARISMA. Includes fields for TOTAL, MOD., and BONUS.

**INTELLIGENCE**

Large circular progress indicator for Intelligence

**CORE INFO**

Form for core info: PROF. BONUS, ALIGNMENT, INITIATIVE, SPEED, PASSIVE PRECEPTION, DEX, OTHER, BASE, MOD., SKILL.

**WISDOM**

Large circular progress indicator for Wisdom

**CHARISMA**

Large circular progress indicator for Charisma

PROFICIENCIES \_\_\_\_\_

LANGUAGES \_\_\_\_\_

**SKILLS**

Skills list: ACROBATICS, ANIMAL HANDLING, ARCANA, ATHLETICS, DECEPTION, HISTORY, INSIGHT, INTIMIDATION, INVESTIGATION, MEDICINE, NATURE, PERCEPTION, PERFORMANCE, PERSUASION, RELIGION, SLEIGHT OF HAND, STEALTH, SURVIVAL. Includes columns for TOTAL, MOD., PROF., and BONUS.

**ARMOR CLASS**

Armor Class form with shield icon and fields for ARMOR, SHIELD, DEXTERITY, OTHER, ARMOR TYPE, SHIELD TYPE.

Attack/Spell table with columns for ATTACK / SPELL, BONUS, DAMAGE, RANGE, TYPE, and AMMO.



**HIT POINTS**

Hit Points form with skull icon, MAXIMUM, TEMPORARY, HIT DICE, DEATH SAVES, FAIL, PASS.

INVENTORY \_\_\_\_\_ QTY. \_\_\_\_\_ WEIGHT \_\_\_\_\_

Inventory list with multiple rows for item names, quantities, and weights.

CARRYING CAPACITY 15x STR 30x STR PUSH, DRAG, LIFT

Carried/Stored items table with columns for CARRIED, STORED and rows for P, G, E, S, C.

