

OVERVIEW

CHARACTER NAME

CLASS & LEVEL

BACKGROUND

PLAYER NAME

RACE & SIZE

ALIGNMENT

EXPERIENCE POINTS

INSPIRATION

PROFICIENCY

PASSIVE
PERCEPTION

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

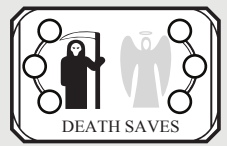
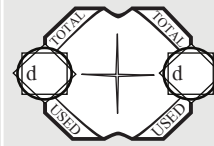
DARKVISION



TEMPORARY HP

CURRENT HIT POINTS

BUFFS, DEBUFFS, & CONDITIONS



IRV
000 BLUDG.
000 PIERCING
000 SLASHING
000 COLD
000 FIRE

IRV
000 POISON
000 ACID
000 PSYCHIC
000 NECROTIC

IRV
000 RADIANT
000 LIGHTNING
000 THUNDER
000 FORCE

DAMAGE IMMUNITIES, RESISTANCES, & VULNERABILITIES

LANGUAGES

WEAPONS:

ARMOR:

TOOLS:

ADVANTAGES:

WEAPON

ATK

DAMAGE & EFFECTS

CANTRIPS

DAMAGE / TYPE / DC / SAVE

SPELL SLOTS

	1ST	2ND	3RD	4TH	5TH	6TH	7TH	8TH	9TH
TOTAL									
USED									

SPELL

DC

ATK

TOTAL

USED

BACKPACK

GP

SP

CP

PP

EP

ENCUMBERED

CARRYING CAPACITY

HEAVILY ENCUMBERED

FEATURES & TRAITS



BACKGROUND



CHARACTER NAME

AGE

HEIGHT

WEIGHT

EYES

SKIN

HAIR

CHARACTER APPEARANCE

ALLIES & ORGANIZATIONS

DEITY

PERSONALITY TRAITS

IDEALS

BONDS

FLAWS

ADDITIONAL FEATURES & TRAITS

CHARACTER BACKSTORY

STORAGE

SPELLS

SPELLCASTING
CLASS

MATERIAL (M)
SOMATIC (S)
VERBAL (V)



(P) PREPARED
(C) CONCENTRATION

SPELLCASTING

ABILITY

SPELLCASTING

SAVE DC

ATK BONUS

TOTAL

USED

SCROLL
WAND
ITEM
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CANTRIPS

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SLOTS TOTAL

I

SLOTS EXPENDED

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COMPANION



NAME

CREATURE

BONDED TO

CREATURE SIZE

ALIGNMENT

WEIGHT

CREATURE TYPE

INSPIRATION

PROFICIENCY

PASSIVE
PERCEPTION

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

ARMOR
CLASS

INITIATIVE

CARRYING
CAPACITY

TEMPORARY HP

CURRENT HIT POINTS

BUFFS, DEBUFFS, & CONDITIONS

TOTAL

d

USED

DEATH SAVES

WALK

BLINDSIGHT

FLY

DARKVISION

SWIM

TREMORSENSE

CLIMB

TRUESIGHT

BURROW

WEAPON

ATK

DMG / EFFECT

ACTIONS

FEATURES & TRAITS

I R V

- BLUDGEONING
- PIERCING
- SLASHING
- COLD
- FIRE
- POISON
- ACID

I R V

- PSYCHIC
- NECROTIC
- RADIANT
- LIGHTNING
- THUNDER
- FORCE

DAMAGE IMMUNITIES, RESISTANCES, & VULNERABILITIES

ITEM

CARRYING

WT

ITEM

WT

TOTAL WEIGHT

ENCUMBERED

HEAVILY ENCUMBERED