

# 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

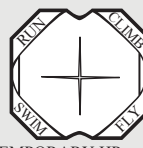
DECEPTION

INTIMIDATION

PERFORMANCE

PERSUASION

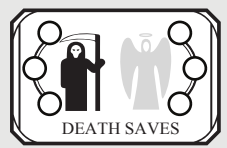
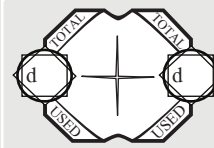
DARKVISION



TEMPORARY HP

CURRENT HIT POINTS

BUFFS, DEBUFFS, & CONDITIONS



DEATH SAVED

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:

PROFICIENCIES

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  
SCROLL  
WAND  
ITEM  
SCROLL  
WAND  
ITEM  
SCROLL  
WAND  
ITEM  
SCROLL  
WAND  
ITEM

CANTRIPS

III

VI

SLOTS TOTAL

I

SLOTS EXPENDED

VII

IV

VIII

II

V

IX

SPELLS KNOWN



# 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 SAVED

○ WALK

○ BLINDSIGHT

○ FLY

○ DARKVISION

○ SWIM

○ TREMORSENSE

○ CLIMB

○ TRUESIGHT

○ BURROW

WEAPON

ATK

DMG / EFFECT

S  
P  
B  
S  
P  
B  
S  
P  
B  
S  
P  
B  
S  
P  
B  
S  
P  
B

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