

OVERVIEW

CLASS

ALIGNMENT

LVL

EXP

STR

DEX

CON

INT

WIS

CHA

ABILITY MOD

ABILITY SCORE

PROFICIENCY BONUS

PROFICIENCY EXPERTISE

DARKVISION

PASSIVE PERCEPTION

ACROBATICS (DEX)

ANIMAL HAND. (WIS)

ARCANA (INT)

ATHLETICS (STR)

DECEPTION (CHA)

HISTORY (INT)

INSIGHT (WIS)

INTIMIDATION (CHA)

INVESTIGATION (INT)

MEDICINE (WIS)

NATURE (INT)

PERCEPTION (WIS)

PERFORMANCE (CHA)

PERSUASION (CHA)

RELIGION (INT)

SLEIGHT OF H.(DEX)

STEALTH (DEX)

SURVIVAL (WIS)

SAVING THROWS

CHARISMA

CONSTITUTION

DEXTERITY

INTELLIGENCE

STRENGTH

WISDOM

INSPIRATION

AC

INITIATIVE

TOTAL HP

TEMPORARY HP

CURRENT HIT POINTS

DEATH

LIFE

EXHAUSTION

BUFFS & CONDITIONS

1R✓BLUDG.

1R✓POISON

1R✓RADIANT

1R✓PIERCE.

1R✓ACID

1R✓LIGHTNING

1R✓SLASH.

1R✓PSYCHIC

1R✓THUNDER

1R✓COLD

1R✓NECRO.

1R✓FORCE

1R✓FIRE

IMMUNITY, RESISTANCE, & VULNERABILITY

TOTAL

USED

HIT DICE

TOTAL

USED

PP

GP

EP

SP

CP

WEAPON

ATK

ATTACKS PER ROUND

DAMAGE & EFFECTS

AMMO

TOTAL

USED

CANTRIPS

DAMAGE / EFFECT / TYPE / SAVE

SPELL SLOTS

1

2

3

4

5

6

7

8

9

TOTAL

USED

SPELL DC

SPELL ATK

WORN GEAR

RACE

LANGUAGES

BACKGROUND

WEAPONS

ARMOR

TOOLS

ADVANTAGES

PROFICIENCIES

RACIAL & BACKGROUND TRAITS

CLASS TRAITS

## ORGANIZATIONS & ASSOCIATIONS

AGE

HEIGHT

HAIR

EYES

SKIN

WEIGHT

## CHARACTER APPEARANCE

## ● BACKSTORY

## PERSONALITY TRAITS

## IDEALS

## ● BONDS ●

● FLAWS ●

## ADDITIONAL FEATURES & TRAITS

DEITY

[illegible]

## STORAGE

PREPARED  
CONCENTRATION

**SPELLCASTING  
ABILITY**

DCATKTOTALUSEDCANTRIPS

### III

I

SLOTS USEDIVII

V

