

OVERVIEW

CLASS & LEVEL

BACKGROUND

PLAYER NAME

CHARACTER NAME

RACE & SIZE

ALIGNMENT

EXPERIENCE POINTS

INSPIRATION

PROFICIENCY

PASSIVE PERCEPTION

ability score

item bonus

ability score mod

DEXTERITY

SAVING THROWS
ACROBATICS
SLEIGHT OF HAND
STEALTH

CONSTITUTION

SAVING THROWS

fill in bigger circle (or diamond) for proficiency

INTELLIGENCE

SAVING THROWS
ARCANA
HISTORY
INVESTIGATION
NATURE
RELIGION

fill in smaller circle for expertise

WISDOM

SAVING THROWS
ANIMAL HANDLING
INSIGHT
MEDICINE
PERCEPTION
SURVIVAL

numerical skill score

CHARISMA

SAVING THROWS
DECEPTION
INTIMIDATION
PERFORMANCE
PERSUASION

DARKVISION

ARMOR CLASS

INITIATIVE

RUN

CLIMB

SWIM

FLY

TOTAL HP

TEMPORARY HP

DEATH

shield bonus

max health

CURRENT HIT POINTS

WEAPON

ATK

DAMAGE & EFFECTS

Death Saves

AMMO

TOTAL USED TOTAL USED TOTAL USED TOTAL USED

CANTRIPS DAMAGE / EFFECT / TYPE / DC / SAVE

active concentration

SPELL SLOTS

1 2 3 4 5 6 7 8 9
TOTAL USED

SPELL ABILITY

DC

ATK

TOTAL

USED

BACKPACK

ITEM

WT

ITEM

WT

PP

GP

EP

SP

CP

currency

worn gear

CARRYING CAPACITY

ENCUMBERED
HEAVILY
ENCUMBERED

hit dice type

TOTAL
USED
HIT DICE

BUFFS & CONDITIONS

IRV
OOO BLUDG. OOO POISON OOO RADIANT
OOO PIERCING OOO ACID OOO LIGHTNING
OOO SLASHING OOO PSYCHIC OOO THUNDER
OOO COLD OOO NECROTIC OOO FORCE
OOO FIRE
IMMUNITIES, RESISTANCES, & VULNERABILITIES

Slashing
Piercing
Bludgeoning

WEAPONS ARMOR TOOLS ADVANTAGES

Somatic
Verbal
Material

Any points, like Ki pool,
Sorcerer Points, Lay on
Hands, Rage, etc.

FEATURES & TRAITS