



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

ARMOR
CLASS

INITIATIVE

RUN

CLIMB

SWIM

FLY

TOTAL HP

TEMPORARY HP

CURRENT HIT POINTS

WEAPON

ATK

DAMAGE & EFFECTS

AMMO

CANTRIPS

DAMAGE / EFFECT / TYPE / DC / SAVE

SPELL SLOTS

TOTAL

1

2

3

4

5

6

7

8

9

USED

SPELL ABILITY

DC

ATK

TOTAL

USED

BACKPACK

ITEM

WT

ITEM

WT

PP

GP

EP

SP

CP

FEATURES & TRAITS



BACKGROUND



AGE

HEIGHT

WEIGHT

CHARACTER NAME

EYES

SKIN

HAIR

CHARACTER APPEARANCE

ALLIES & ORGANIZATIONS

DEITY

PERSONALITY TRAITS

IDEALS

BONDS

FLAWS

ADDITIONAL FEATURES & TRAITS

BACKSTORY

STORAGE

SPELLS



LINE



CONE



SPHERE



CYLINDER



CUBE

MATERIAL (M)
SOMATIC (S)
VERBAL (V) (P) PREPARED
(C) CONCENTRATION

SPELLCASTING

ABILITY

SPELLCASTING

SAVE DC

ATK BONUS

TOTAL

USED

CONCENTRATION

Focus on active spell. Damage while concentrating requires concentration saving throw versus damage taken. Can only concentrate on single spell at a time

RITUAL

Spells with Ritual tag may be cast by performing aritual lasting +10min. Rituals do not consume spell slots and cannot be cast at higher spell-levels

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SCROLLS



WANDS



ITEMS

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COMPANION

CREATURE	BONDED TO	CREATURE SIZE
ALIGNMENT	WEIGHT	CREATURE TYPE

NAME



PROFICIENCY

PASSIVE PERCEPTION

STRENGTH

SAVING THROWS
ATHLETICS

DEXTERITY

SAVING THROWS
ACROBATICS
SLEIGHT OF HAND
STEALTH

CONSTITUTION

SAVING THROWS

INTELLIGENCE

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ARCANA
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PERCEPTION
SURVIVAL

CHARISMA

SAVING THROWS
DECEPTION
INTIMIDATION
PERFORMANCE
PERSUASION

ARMOR CLASS

INITIATIVE

RUN CLIMB
SWIM FLY

TEMPORARY HP

CURRENT HIT POINTS

BUFFS, DEBUFFS, & CONDITIONS

HIT DIE

d

TOTAL

USED

DEATH SAVES

WEAPON ATK DMG / EFFECT

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

ACTIONS

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

BLINDSIGHT DARKVISION TRUESIGHT TREMORSENSE

COMPANION APPEARANCE

TOTAL WEIGHT ENCUMBERED HEAVILY ENCUMBERED