

OVERVIEW

CHARACTER NAME

CLASS & LEVEL

BACKGROUND

PLAYER NAME

RACE

ALIGNMENT

EXPERIENCE POINTS

PROFICIENCY

INSPIRATION

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

DARK VISION

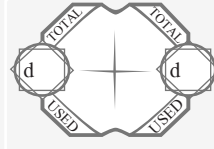


INITIATIVE



TEMPORARY HP

CURRENT HIT POINTS



BUFFS & CONDITIONS

IRV

BLUDG.

PIERCING

SLASHING

COLD

FIRE

IRV

POISON

ACID

PSYCHIC

NECROTIC

IRV

RADIANT

LIGHTNING

THUNDER

FORCE

DAMAGE IMMUNITIES, RESISTANCES, & VULNERABILITIES

LANGUAGES

WEAPONS

ARMOR

TOOLS

ADVANTAGES

PROFICIENCIES

WEAPON

ATK

DAMAGE & EFFECTS

TOTAL	USED	TOTAL	USED	TOTAL	USED	TOTAL	USED
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CANTRIP

DAMAGE / TYPE / EFFECT / DC

AMMO

CANTRIP

ABILITY

ATK

DC

ABILITY

ATK

DC

ABILITY

ATK

DC

ABILITY

ATK

DC

ABILITY

ATK

DC

ABILITY

ATK

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DC

ABILITY

ATK

DC

ABILITY

ATK

DC

ABILITY

ATK

DC

SPELL
SLOTS

USED

TOTAL

BACKPACK

ITEM

WT

ITEM

WT

PP

GP

EP

SP

CP

ENCUMBERED

TOTAL WEIGHT

HEAVILY ENCUMBERED

FEATURES AND TRAITS

2 BACKGROUND

CHARACTER NAME

AGE

HEIGHT

WEIGHT

EYES

SKN

HAIR

CHARACTER APPEARANCE

ALLIES & ORGANIZATIONS

PERSONALITY TRAITS

IDEALS

BONDS

FLAWS

BACKSTORY

MORE GEAR

NAME

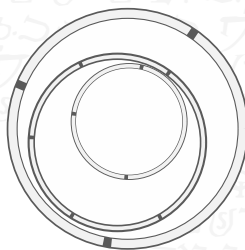
DIETY

ADDITIONAL FEATURES & TRAITS



SPELLCASTING CLASS

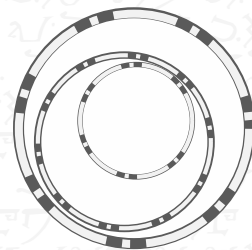
MATERIAL (M) (P) PREPARED
SOMATIC (S) (C) CONCENTRATION
VERBAL (V)



SPELL ABILITY



SPELL DC



SPELL ATK BONUS



