

2 BACKGROUND

CHARACTER NAME

AGE

HEIGHT

WEIGHT

EYES

SKN

HAIR

CHARACTER APPEARANCE

ALLIES & ORGANIZATIONS

NAME

DIETY

PERSONALITY TRAITS

IDEALS

BONDS

FLAWS

ADDITIONAL FEATURES & TRAITS

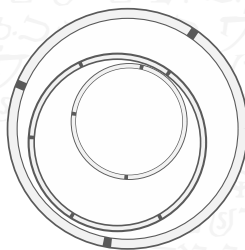
BACKSTORY

MORE GEAR



SPELLCASTING CLASS

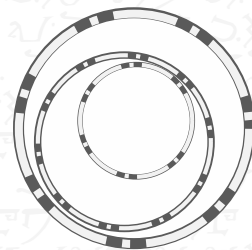
MATERIAL (M) (P) PREPARED
SOMATIC (S) (C) CONCENTRATION
VERBAL (V)



SPELL ABILITY



SPELL DC



SPELL ATK BONUS



SPELLS KNOWN

COMPANION NAME _____

CREATURE

BONDED TO

CREATURE SIZE

CREATURE ALIGNMENT

WEIGHT

CREATURE TYPE

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



CLIMB

TEMPORARY HP

CURRENT HIT POINTS

TOTAL

USED

CONDITIONS, BUFFS, & DEBUFFS

WEAPON

ATK

DAMAGE & EFFECTS

CANTRIP

DAMAGE/ TYPE / EFFECT / DC

ATTACKS & SPELLCASTING

CARRYING

ITEM

WT

ITEM

NT

COMPANION APPEARANCE

TOTAL WEIGHT

ENCUMBERED

HEAVILY ENCUMBERED