

CLASS:

LVL

EXP

STR

DEX

CON

INT

WIS

CHA

ABILITY BONUS

ABILITY SCORE

PROFICIENCY BONUS

DARKVISION

PASSIVE PERCEPTION

ACROBATICS (DEX)

MEDICINE (WIS)

AN. HANDLING (WIS)

NATURE (INT)

ARCANA (INT)

PERCEPTION (WIS)

ATHLETICS (STR)

PERFORMANCE (CHA)

DECEPTION (CHA)

PERSUASION (CHA)

HISTORY (INT)

RELIGION (INT)

INSIGHT (WIS)

SL. OF HAND (DEX)

INTIMIDATION (CHA)

STEALTH (DEX)

INVESTIGATION (INT)

SURVIVAL (WIS)

SAVING THROWS

CHARISMA

INTELLIGENCE

CONSTITUTION

STRENGTH

DEXTERITY

WISDOM

INSPIRATION

WORN GEAR



LANGUAGES

WEAPONS

ARMOR

TOOLS

ADVANTAGES

PROFICIENCIES

RACIAL & BACKGROUND TRAITS

INITIATIVE

AC

RUN

CLIMB

TOTAL HP

SWIM

FLY

TEMPORARY HP

DEATH

CURRENT HIT POINTS

BUFFS & CONDITIONS

IRV

OOO BLUDG.

IRV

OOO POISON

IRV

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

TOTAL

d

d

USED

HIT DICE

TOTAL

USED

PP

GP

EP

SP

CP

WEAPON

ATK

DAMAGE & EFFECTS

AMMO

TOTAL USED

TOTAL USED

TOTAL USED

TOTAL USED

CANTRIPS

DAMAGE / EFFECT / TYPE / SAVE

SPELL SLOTS

TOTAL

1

2

3

4

5

6

7

8

9

USED

SPELL DC

SPELL ATK

CLASS 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

VI

M
S
V

M
S
V

M
S
V

M
S
V

M
S
V

M
S
V

M
S
V

M
S
V

M
S
V

M
S
V

VII

M
S
V

M
S
V

M
S
V

M
S
V

M
S
V

M
S
V

M
S
V

M
S
V

M
S
V

M
S
V

M
S
V

VIII

M
S
V

M
S
V

M
S
V

M
S
V

M
S
V

M
S
V

M
S
V

M
S
V

M
S
V

M
S
V

IX

M
S
V

M
S
V

M
S
V

M
S
V

M
S
V

M
S
V

M
S
V

M
S
V

M
S
V

M
S
V

SCROLLS



WANDS



ITEMS

SCROLL
WAND
ITEM

SCROLL
WAND
ITEM

SCROLL
WAND
ITEM

SCROLL
WAND
ITEM

SCROLL
WAND
ITEM

SCROLL
WAND
ITEM

SCROLL
WAND
ITEM

SCROLL
WAND
ITEM

SCROLL
WAND
ITEM

SCROLL
WAND
ITEM

SCROLL
WAND
ITEM

SCROLL
WAND
ITEM

SCROLL
WAND
ITEM

SCROLL
WAND
ITEM

SCROLL
WAND
ITEM

SCROLL
WAND
ITEM

SCROLL
WAND
ITEM

SCROLL
WAND
ITEM

SCROLL
WAND
ITEM

SCROLL
WAND
ITEM

SCROLL
WAND
ITEM

SCROLL
WAND
ITEM

SCROLL
WAND
ITEM

SCROLL
WAND
ITEM

SCROLL
WAND
ITEM

SCROLL
WAND
ITEM

SCROLL
WAND
ITEM

SCROLL
WAND
ITEM

SCROLL
WAND
ITEM

SCROLL
WAND
ITEM



CREATURE TYPE

 PERSUASIONDEATH SAVES

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

FEATURES & TRAITS

WT

HEAVILY ENCUMBERED

COMPANION APPEARANCE