

# OVERVIEW

CLASS & LEVEL

BACKGROUND

PLAYER NAME

CHARACTER 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

TOTAL HP

TEMPORARY HP

CURRENT HIT POINTS

DEATH

LIFE

RUN

CLIMB

SWIM

FLY

TOTAL

USED

BUFFS & CONDITIONS

IRV

BLUDG.

PIERCING

SLASHING

COLD

FIRE

IRV

POISON

ACID

PSYCHIC

NECROTIC

IRV

RADIANT

LIGHTNING

THUNDER

FORCE

IMMUNITIES, RESISTANCES, & VULNERABILITIES

WEAPON

ATK

DAMAGE & EFFECTS

AMMO

TOTAL USED

CANTRIPS

DAMAGE / TYPE / DC / SAVE

SPELL SLOTS

1-9

SPELL

DC

ATK

TOTAL

USED

LANGUAGES

WEAPONS:

ARMOR:

TOOLS:

ADVANTAGES:

PROFICIENCIES

BACKPACK

ITEM

WT

CARRYING CAPACITY

ENCUMBERED

HEAVILY ENCUMBERED

PP

GP

EP

SP

CP

FEATURES & TRAITS



# SPILLS SPELLS

SPELLCASTING  
ABILITY

SPELLCASTING  
SAVE DC    ATK BONUS

TOTAL    USED

SCROLL  
WAND  
ITEM  
SCROLL  
WAND  
ITEM  
SCROLL  
WAND  
ITEM  
SCROLL  
WAND  
ITEM  
SCROLL  
WAND  
ITEM  
SCROLL  
WAND  
ITEM

SPELLCASTING  
CLASS

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

CANTRIPS

8 slots for cantrips

III

8 slots for level III spells

VI

8 slots for level VI spells

SLOTS TOTAL    SLOTS EXPENDED

I

8 slots for level I spells

IV

8 slots for level IV spells

VII

8 slots for level VII spells

II

8 slots for level II spells

V

8 slots for level V spells

VIII

8 slots for level VIII spells

IX

8 slots for level IX spells

SPELLS KNOWN

