

The Essentials: Sidekick Sheets

Sidekick Character Sheets

For use with sidekick characters as described on pgs. 63-64 of the *D&D Essentials Kit Rulebook*, now found at Target.

Be aware that each sidekick's +2 level one proficiency bonus is already calculated into their "Actions" on the stat-blocks found on pg. 63.

Print front and back on high quality paper stock, such as resume paper, for best results.

BY LANE MATTHEWS



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WARRIOR

ANCESTRY & LEVEL

SIDEKICK NAME

PROFICIENCY BONUS

ARMOR CLASS

CURRENT HP

TOTAL HP

SPEED

STRENGTH

DEXTERITY

CONSTITUTION

INTELLIGENCE

WISDOM

CHARISMA

CON SAVE

PASSIVE PERCEPTION

ATHLETICS

PERCEPTION

SURVIVAL

ATTACKER: +2 to hit

OR

DEFENDER: Protection Reaction

SKILLS & MARTIAL ROLE

ARMOR NAME

AC

WEAPON NAME

ATK BONUS

DAMAGE/TYPE/RANGE

EXPERT

ANCESTRY & LEVEL

SIDEKICK NAME

PROFICIENCY BONUS

ARMOR CLASS

CURRENT HP

TOTAL HP

SPEED

STRENGTH

DEXTERITY

CONSTITUTION

INTELLIGENCE

WISDOM

CHARISMA

DEXTERITY SAVE

PASSIVE PERCEPTION

ACROBATICS

PERFORMANCE

PERSUASION

SLEIGHT OF HAND

STEALTH

SKILLS

ARMOR NAME

AC

WEAPON NAME

ATK BONUS

DAMAGE/TYPE/RANGE

SPELLCASTER

ANCESTRY & LEVEL

SIDEKICK NAME

PROFICIENCY BONUS

ARMOR CLASS

CURRENT HP

TOTAL HP

SPEED

STRENGTH

DEXTERITY

CONSTITUTION

INTELLIGENCE

WISDOM

CHARISMA

WISDOM SAVE

PASSIVE PERCEPTION

ARCANA

INVESTIGATION

RELIGION

MAGE

OR

HEALER

Cantrips (at will): Fire Bolt, Light
Level One (2 slots): Sleep

Cantrips (at will): Guidance, Sacred Flame
Level One (2 slots): Cure Wounds

SKILLS & MAGICAL ROLE

ARMOR NAME

AC

WEAPON NAME

ATK BONUS

DAMAGE/TYPE/RANGE

SPELL SAVE DC

SPELL ATK BONUS

EXPERT

ANCESTRY & LEVEL

SIDEKICK NAME

PROFICIENCY BONUS

ARMOR CLASS

CURRENT HP

TOTAL HP

SPEED

STRENGTH

DEXTERITY

CONSTITUTION

INTELLIGENCE

WISDOM

CHARISMA

SAVE

PASSIVE PERCEPTION

SKILLS & ROLE

ARMOR NAME

AC

WEAPON NAME

ATK BONUS

DAMAGE/TYPE/RANGE

SPELL SAVE DC

SPELL ATK BONUS

EXPERT

SUPPORT ROLE

WARRIOR

MARTIAL ROLE

SPELL SAVE DC

SPELL ATK BONUS

SPELLCASTER

SPELL SAVE DC

SPELL ATK BONUS

0

CANTRIPS

SPELL
LEVEL

SLOTS TOTAL

SLOTS EXPENDED

1

○

○

○

○

2

○

○

SIDEKICK NAME _____ ANCESTRY & LEVEL _____

PROFICIENCY BONUS ARMOR CLASS CURRENT HP TOTAL HP SPEED

STRENGTH DEXTERITY CONSTITUTION INTELLIGENCE WISDOM CHARISMA

SAVE PASSIVE PERCEPTION

SKILLS & ROLE

ARMOR NAME	AC	WEAPON NAME	ATK BONUS	DAMAGE/TYPE/RANGE

SPELL SAVE DC SPELL ATK BONUS

SIDEKICK NAME _____ ANCESTRY & LEVEL _____

PROFICIENCY BONUS ARMOR CLASS CURRENT HP TOTAL HP SPEED

STRENGTH DEXTERITY CONSTITUTION INTELLIGENCE WISDOM CHARISMA

SAVE PASSIVE PERCEPTION

SKILLS & ROLE

ARMOR NAME	AC	WEAPON NAME	ATK BONUS	DAMAGE/TYPE/RANGE

SPELL SAVE DC SPELL ATK BONUS

SIDEKICK NAME _____ ANCESTRY & LEVEL _____

PROFICIENCY BONUS ARMOR CLASS CURRENT HP TOTAL HP SPEED

STRENGTH DEXTERITY CONSTITUTION INTELLIGENCE WISDOM CHARISMA

SAVE PASSIVE PERCEPTION

SKILLS & ROLE

ARMOR NAME	AC	WEAPON NAME	ATK BONUS	DAMAGE/TYPE/RANGE

SPELL SAVE DC SPELL ATK BONUS

SIDEKICK NAME _____ ANCESTRY & LEVEL _____

PROFICIENCY BONUS ARMOR CLASS CURRENT HP TOTAL HP SPEED

STRENGTH DEXTERITY CONSTITUTION INTELLIGENCE WISDOM CHARISMA

SAVE PASSIVE PERCEPTION

SKILLS & ROLE

ARMOR NAME	AC	WEAPON NAME	ATK BONUS	DAMAGE/TYPE/RANGE

SPELL SAVE DC SPELL ATK BONUS

ROLE

ROLE

SPELL SAVE DC

SPELL ATK BONUS

SPELL SAVE DC

SPELL ATK BONUS

0

CANTRIPS

0

CANTRIPS

SPELL LEVEL

SLOTS TOTAL

SLOTS EXPENDED

1

SPELL LEVEL

SLOTS TOTAL

SLOTS EXPENDED

1

2

2

-
-
-
-

-
-

-
-
-
-

-
-

