_____

CHARACTER NAME

_____

PRONOUNS

_____

CLASSES & LEVELS

_____

SPECIES/ANCESTRY/LINEAGE

_____

BACKGROUND

TEMP

HD

CURRENT   MAXIMUM

LIFE **HP** DEATH

AC

TEMP

INSP.

SPEEDS

Walking

Flying

Climbing

Swimming

Burrowing

PROF. BONUS   **INITIATIVE**

RESISTANCES

VUL.	RES.	IMM.	TYPE
◯	◯	◯	Acid
◯	◯	◯	Bludgeoning
◯	◯	◯	Cold
◯	◯	◯	Fire
◯	◯	◯	Force
◯	◯	◯	Lightning
◯	◯	◯	Necrotic
◯	◯	◯	Piercing
◯	◯	◯	Poison
◯	◯	◯	Psychic
◯	◯	◯	Radiant
◯	◯	◯	Slashing
◯	◯	◯	Thunder

SAVING THROWS

PROF.	ADV.	DIS.	MOD.	SAVE
◯	◯	◯	____	Strength
◯	◯	◯	____	Dexterity
◯	◯	◯	____	Constitution
◯	◯	◯	____	Intelligence
◯	◯	◯	____	Wisdom
◯	◯	◯	____	Charisma

SENSES

RANGE	SENSE
____	Blindsight
____	Darkvision
____	Tremorsense
____	Truesense

PASSIVES

Perception

Investigation

Insight

NAVIGATION

⚡ Features   ▭ Equipment   👥 Roleplay

✦ Spells   🔍 Look Up

◯ Blinded   ◯ Frightened   ◯ Paralyzed   ◯ Restrained
◯ Charmed   ◯ Grappled   ◯ Petrified   ◯ Stunned
◯ Deafened   ◯ Incapacitated   ◯ Poisoned   ◯ Unconscious
▢ Exhaustion   ◯ Invisible   ◯ Prone   ⬡ Concentrating

SKILLS

PROF.	EXP.	MOD.	SKILL (ABILITY SCORE)
◯	◯	____	Acrobatics ( )
◯	◯	____	Animal Handling ( )
◯	◯	____	Arcana ( )
◯	◯	____	Athletics ( )
◯	◯	____	Deception ( )
◯	◯	____	History ( )
◯	◯	____	Insight ( )
◯	◯	____	Intimidation ( )
◯	◯	____	Investigation ( )
◯	◯	____	Medicine ( )
◯	◯	____	Nature ( )
◯	◯	____	Perception ( )
◯	◯	____	Performance ( )
◯	◯	____	Persuasion ( )
◯	◯	____	Religion ( )
◯	◯	____	Sleight of Hand ( )
◯	◯	____	Stealth ( )
◯	◯	____	Survival ( )

TOOLS/OTHER SKILLS

PROF.	EXP.	MOD.	SKILL (ABILITY SCORE)
◯	◯	____	_____
◯	◯	____	_____
◯	◯	____	_____
◯	◯	____	_____
◯	◯	____	_____
◯	◯	____	_____

WEAPON & SPELL ATTACKS

NAME	HIT	DAMAGE	DETAILS

ARMOR

PROF.	AC BONUS	TYPE
◯	_____	Light Armor
◯	_____	Medium Armor
◯	_____	Heavy Armor
◯	_____	Shields

WEAPONS   LANGUAGES

PROF.	TYPE
◯	Simple
◯	Martial
◯	Improvised
◯	Unarmed

STRENGTH

DEXTERITY

CONSTITUTION

INTELLIGENCE

WISDOM

CHARISMA

Obvious Mimic

FEATURES & TRAITS

FEATURE/TRAIT NAME	USES	ACTION / BONUS / REACTION	SR / LR
_____		○ ACTION ○ BONUS ○ REACTION	○ SR ○ LR
_____		○ ACTION ○ BONUS ○ REACTION	○ SR ○ LR
_____		○ ACTION ○ BONUS ○ REACTION	○ SR ○ LR
_____		○ ACTION ○ BONUS ○ REACTION	○ SR ○ LR
_____		○ ACTION ○ BONUS ○ REACTION	○ SR ○ LR
_____		○ ACTION ○ BONUS ○ REACTION	○ SR ○ LR

EQUIPMENT

NAME	QTY	WEIGHT	DETAILS

NAME	QTY	WEIGHT	DETAILS

CURRENCY

COPPER   SILVER   ELECTRUM   GOLD   PLATINUM   MIMICS

ATTUNED

NAME	QTY	WEIGHT	DETAILS

WEIGHT CARRIED

CARRYING CAPACITY

PUSH/DRAG/LIFT

CHARACTER APPEARANCE

CHARACTER BACKSTORY

ACQUAINTANCES & FRIENDS & FOES

WRITE THAT DOWN

GOALS

IDEALS

BONDS

FLAWS

( ) = PB + ( ) + 8 + PB = ( )
SPELL ATTACK MOD   **CASTING ABILITY MOD**   **SPELL SAVE DC**

( ) = PB + ( ) + 8 + PB = ( )
SPELL ATTACK MOD   **CASTING ABILITY MOD**   **SPELL SAVE DC**

CANTRIPS

NAME	RANGE	SAVE/ATTACK	TIME	CONC.	DURATION	COMPONENTS
				○		
				○		
				○		
				○		
				○		
				○		
				○		
				○		
				○		
				○		

1ST LEVEL   SLOTS ( )

PREP	NAME	RANGE	SAVE/ATTACK	TIME	CONC.	DURATION	COMPONENTS
○					○		
○					○		
○					○		
○					○		
○					○		
○					○		
○					○		
○					○		

2ND LEVEL   SLOTS ( )

PREP	NAME	RANGE	SAVE/ATTACK	TIME	CONC.	DURATION	COMPONENTS
○					○		
○					○		
○					○		
○					○		
○					○		
○					○		
○					○		
○					○		

3RD LEVEL   SLOTS ( )

PREP	NAME	RANGE	SAVE/ATTACK	TIME	CONC.	DURATION	COMPONENTS
○					○		
○					○		
○					○		
○					○		
○					○		
○					○		
○					○		
○					○		

4TH LEVEL   SLOTS ( )

PREP	NAME	RANGE	SAVE/ATTACK	TIME	CONC.	DURATION	COMPONENTS
○					○		
○					○		
○					○		
○					○		
○					○		
○					○		
○					○		
○					○		

5TH LEVEL   SLOTS ( )

PREP	NAME	RANGE	SAVE/ATTACK	TIME	CONC.	DURATION	COMPONENTS
○					○		
○					○		
○					○		
○					○		
○					○		

6TH LEVEL   SLOTS ( )

PREP	NAME	RANGE	SAVE/ATTACK	TIME	CONC.	DURATION	COMPONENTS
○					○		
○					○		
○					○		
○					○		
○					○		

7TH LEVEL   SLOTS ( )

PREP	NAME	RANGE	SAVE/ATTACK	TIME	CONC.	DURATION	COMPONENTS
○					○		
○					○		
○					○		
○					○		

8TH LEVEL   SLOTS ( )

PREP	NAME	RANGE	SAVE/ATTACK	TIME	CONC.	DURATION	COMPONENTS
○					○		
○					○		
○					○		

9TH LEVEL   SLOTS ( )

PREP	NAME	RANGE	SAVE/ATTACK	TIME	CONC.	DURATION	COMPONENTS
○					○		
○					○		
○					○		