| 의 역 | SKILLS | STRENGTH |
|--|---------------------------------------|--------------|
| CHARACTER NAME | PROF. EXP. MOD. SKILL (ABILITY SCORE) | |
| | Acrobatics () | |
| PRONOUNS | Animal Handling () | |
| CLASSES & LEVELS | O Arcana () | |
| | Athletics () | |
| SPECIES/ANCESTRY/LINEAGE | Deception () | |
| The package with the pa | History () | DEXTERITY |
| BACKGROUND | Insight () | |
| SPEEDS SPEEDS | Intimidation () | |
| TEMP CURRENT MAXIMUM TEMP | Investigation () | |
| Walking | Medicine () | |
| HD (4) HP CHATT AC INSP. | O Nature () | |
| SAVING THROWS Flying | Perception () | |
| PROF. INITIATIVE PROF. ADV. DIS. MOD. SAVE Climbing Strength | Performance () | CONSTITUTION |
| DESIGNATION DESCRIPTION DESCRI | Persuasion () | |
| VUL. RES. IMM. TYPE O O Intelligence SWITTITITY | Religion () | |
| Acid Wisdom Bludgeoning Charisma Burrowing | Sleight of Hand () | |
| Cold Fire SENSES PASSIVES | O Stealth () | |
| Force RANGE SENSE Perception | O Survival () | |
| Control Cont | TOOLS/OTHER SKILLS | |
| Poison Tremorsense Insight | PROF. EXP. MOD. SKILL (ABILITY SCORE) | INTELLIGENCE |
| Psychic Psychic | | |
| Radiant Slashing Radiant Features Radiant Ravigation Radiant Releplay | | |
| ↑ Spells Q Look Up | 00 | |
| Blinded Frightened Paralyzed Restrained | | |
| Charmed Grappled Petrified Stunned Deafened Incapacitated Poisoned Unconscious | 00 | |
| Exhaustion Invisible Prone Concentrating | 00 | WISDOM |
| WEAPON & SPELL ATTACKS | | WISDOM |
| NAME HIT DAMAGE DETAILS | ARMOR PROF. AC BONUS TYPE | |
| | Light Armor | |
| | Medium Armor | |
| | Heavy Armor | |
| | Shields | |
| | | CHARISMA |
| | WEAPONS LANGUAGES PROF. TYPE | |
| | Simple | |
| | Martial | |
| | Improvised | |
| Obvious Mimic | Unarmed | |
| obviousmimic.com | | |

| | | | FEAT | TURES & TRAITS | 5 | | | |
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| FEATURE/TRAIT NAME | USES | ACTION | FEATURE/TRAIT NAME | USES | ACTION | FEATURE/TRAIT NAME | USES | ACTION |
| | | BONUS | | | BONUS REACTION | | | BONUS |
| | SR LR | REACTION | | ○ SR ○ LR | REACTION | | SR ○LR | REACTION |
| FEATURE/TRAIT NAME | USES | ACTION | FEATURE/TRAIT NAME | USES | ACTION | FEATURE/TRAIT NAME | USES | ACTION |
| | | BONUS | | | BONUS REACTION | | | BONUS |
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| NAME QTY | WEIGHT | DETAILS | | NAME | PER SILVER | CURRE | NCY PLAT | |
| NAME QTY | WEIGHT | DETAILS | | NAME | PER SILVER | CURRE | NCY PLAT | |
| | | | | NAME COP | PER SILVER | CURRE | NCY PLAT | |
| NAME QTY CONTROL CO | WEIGHT WEIGHT CARRYING C | | PUSH/DRAG/LIF | NAME COP | PER SILVER | CURRE | NCY PLAT | |

| CHARACTER APPEARANCE CHARACTER BACKSTORY ACQUAINTANCES & FRIENDS & FOES |
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| | CANTRIPS | | | 4TH LEVEL | SLOTS (|
| NAME RANGE | SAVE/ATTACK TIME CONC. DURAT | TION COMPONENTS | PREP NAME RAN | | DURATION COMPONENTS |
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| | 1ST LEVEL | | | | |
| PREP NAME RANGE | SAVE/ATTACK TIME CONC. DURAT | TION COMPONENTS | | | |
| PREF INAPIE RANGE | SAVE/ATTACK TIME CONC. BOKAT | TON COMPONENTS | | | |
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| | | | | 6TH LEVEL | SLOTS (|
| | | | PREP NAME RAN | GE SAVE/ATTACK TIME CONC. | DURATION COMPONENTS |
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| | 2ND LEVEL | SLOTS (| | | |
| PREP NAME RANGE | SAVE/ATTACK TIME CONC. DURAT | | | | |
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| | | | | 7TH LEVEL | SLOTS (|
| | | | PREP NAME RAN | GE SAVE/ATTACK TIME CONC. | DURATION COMPONENTS |
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| | | | | 8TH LEVEL | SLOTS |
| | 3RD LEVEL | SLOTS | PREP NAME RANG | GE SAVE/ATTACK TIME CONC. | DURATION COMPONENTS |
| PREP NAME RANGE | SAVE/ATTACK TIME CONC. DURAT | TION COMPONENTS | | | |
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| | | | | 9TH LEVEL | SLOTS |
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