



CHARACTER NAME

PRONOUNS

CLASSES & LEVELS

SPECIES/ANCESTRY/LINEAGE

BACKGROUND

TEMP **HD** **LIFE** **HP** **DEATH**

AC **INSP.**

PROF. BONUS **INITIATIVE**

RESISTANCES

VUL.	RES.	IMM.	TYPE
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Acid
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Bludgeoning
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Cold
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Fire
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Force
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Lightning
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Necrotic
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Piercing
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Poison
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Psychic
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Radiant
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Slashing
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Thunder

SAVING THROWS

PROF.	ADV.	DIS.	MOD.	SAVE
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Strength
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Dexterity
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Constitution
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Intelligence
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Wisdom
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Charisma

SPEEDS

Walking

Flying

Climbing

Swimming

Burrowing

SENSES

RANGE	SENSE
<input type="checkbox"/>	Blindsight
<input type="checkbox"/>	Darkvision
<input type="checkbox"/>	Tremorsense
<input type="checkbox"/>	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)
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Acrobatics ()
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Animal Handling ()
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Arcana ()
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Athletics ()
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Deception ()
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	History ()
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Insight ()
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Intimidation ()
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Investigation ()
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Medicine ()
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Nature ()
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Perception ()
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Performance ()
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Persuasion ()
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Religion ()
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Sleight of Hand ()
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Stealth ()
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Survival ()

TOOLS/OTHER SKILLS

PROF.	EXP.	MOD.	SKILL (ABILITY SCORE)
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	

STRENGTH

DEXTERITY

CONSTITUTION

INTELLIGENCE

WISDOM

CHARISMA

WEAPON & SPELL ATTACKS

NAME	HIT	DAMAGE	DETAILS
	<input type="checkbox"/>		
	<input type="checkbox"/>		
	<input type="checkbox"/>		
	<input type="checkbox"/>		
	<input type="checkbox"/>		
	<input type="checkbox"/>		
	<input type="checkbox"/>		
	<input type="checkbox"/>		
	<input type="checkbox"/>		
	<input type="checkbox"/>		

ARMOR

PROF.	AC BONUS	TYPE
<input type="checkbox"/>		Light Armor
<input type="checkbox"/>		Medium Armor
<input type="checkbox"/>		Heavy Armor
<input type="checkbox"/>		Shields

WEAPONS **LANGUAGES**

PROF.	TYPE
<input type="checkbox"/>	Simple
<input type="checkbox"/>	Martial
<input type="checkbox"/>	Improvised
<input type="checkbox"/>	Unarmed

FEATURES & TRAITS

FEATURE/TRAIT NAME _____ USES ACTION BONUS REACTION SR LR

FEATURE/TRAIT NAME _____ USES ACTION BONUS REACTION SR LR

FEATURE/TRAIT NAME _____ USES ACTION BONUS REACTION SR LR

FEATURE/TRAIT NAME _____ USES ACTION BONUS REACTION SR LR

FEATURE/TRAIT NAME _____ USES ACTION BONUS REACTION SR LR

FEATURE/TRAIT NAME _____ USES 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

GOALS

WRITE THAT DOWN

IDEALS

BONDS

FLAWS

