_____

CHARACTER NAME

_____

PRONOUNS

_____

CLASSES & LEVELS

_____

SPECIES/ANCESTRY/LINEAGE

_____

BACKGROUND

TEMP

HD

CURRENT — MAXIMUM

LIFE **HP** **DEATH**

AC

TEMP

INSP.

PROF. BONUS

INITIATIVE

SPEEDS

☐ Walking

☐ Flying

☐ Climbing

☐ Swimming

☐ Burrowing

SAVING THROWS

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

RESISTANCES

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

SENSES

RANGE	SENSE
_____	Blindsight
_____	Darkvision
_____	Tremorsense
_____	Truesense

PASSIVES

◇ Perception

◇ Investigation

◇ Insight

NAVIGATION

⚡ Features   ▭ Equipment   ᨂ 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

PROF.	TYPE
○	Simple
○	Martial
○	Improvised
○	Unarmed

LANGUAGES

STRENGTH

DEXTERITY

CONSTITUTION

INTELLIGENCE

WISDOM

CHARISMA

Obvious Mimic

FEATURES & TRAITS

FEATURE/TRAIT NAME	USES	ACTION BONUS SR LR REACTION

FEATURE/TRAIT NAME	USES	ACTION BONUS SR LR REACTION

FEATURE/TRAIT NAME	USES	ACTION BONUS SR LR REACTION

FEATURE/TRAIT NAME	USES	ACTION BONUS SR LR REACTION

FEATURE/TRAIT NAME	USES	ACTION BONUS SR LR REACTION

FEATURE/TRAIT NAME	USES	ACTION BONUS SR LR REACTION

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

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
○					○		
○					○		
○					○		