



The diagram illustrates the layout of a character sheet, showing the placement of various attributes and skills. The attributes are arranged in a row: Strength, Dexterity, Constitution, Intelligence, Wisdom, and Charisma. Each attribute section includes a main box for the attribute score, a smaller box for proficiency, and a box for saving throws. The Armor Class section is located to the right of the attributes, and the Hit Points section is at the far right. The diagram is labeled with various terms indicating the placement of different elements: 'mod.' (modifier), 'score' (attribute score), 'proficiency' (proficiency bonus), 'spellcasting' (spellcasting bonus), 'saving throw' (saving throw bonus), 'current' (current value), 'without shield' (value without shield), 'without armor' (value without armor), 'temp.' (temporary hit points), and 'max.' (maximum hit points).

| SKILLS       |                          |                          |                 |                          |
|--------------|--------------------------|--------------------------|-----------------|--------------------------|
|              | PROF.                    | EXP.                     |                 |                          |
| STRENGTH     | <input type="checkbox"/> | <input type="checkbox"/> | ATHLETICS       | <input type="checkbox"/> |
|              | <input type="checkbox"/> | <input type="checkbox"/> | ACROBATICS      | <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"/> | ARCANA          | <input type="checkbox"/> |
| INTELLIGENCE | <input type="checkbox"/> | <input type="checkbox"/> | HISTORY         | <input type="checkbox"/> |
|              | <input type="checkbox"/> | <input type="checkbox"/> | INVESTIGATION   | <input type="checkbox"/> |
|              | <input type="checkbox"/> | <input type="checkbox"/> | NATURE          | <input type="checkbox"/> |
|              | <input type="checkbox"/> | <input type="checkbox"/> | RELIGION        | <input type="checkbox"/> |
|              |                          |                          |                 |                          |
| WISDOM       | <input type="checkbox"/> | <input type="checkbox"/> | ANIMAL HANDLING | <input type="checkbox"/> |
|              | <input type="checkbox"/> | <input type="checkbox"/> | INSIGHT         | <input type="checkbox"/> |
|              | <input type="checkbox"/> | <input type="checkbox"/> | MEDICINE        | <input type="checkbox"/> |
|              | <input type="checkbox"/> | <input type="checkbox"/> | PERCEPTION      | <input type="checkbox"/> |
|              | <input type="checkbox"/> | <input type="checkbox"/> | SURVIVAL        | <input type="checkbox"/> |
| CHARISMA     | <input type="checkbox"/> | <input type="checkbox"/> | DECEPTION       | <input type="checkbox"/> |
|              | <input type="checkbox"/> | <input type="checkbox"/> | INTIMIDATION    | <input type="checkbox"/> |
|              | <input type="checkbox"/> | <input type="checkbox"/> | PERFORMANCE     | <input type="checkbox"/> |
|              | <input type="checkbox"/> | <input type="checkbox"/> | PERSUASION      | <input type="checkbox"/> |
|              |                          |                          |                 |                          |

PASS.INSIGHT

PASS.INVEST.

PASS.PERC.

DEATH SAVES

successes
failures

EXHAUSTION LEVELS

1
2
3
4
5
6

HIT DICES #1

avail.
max.

dices

HIT DICES #2

avail.
max.

dices

DESTINYPOINTS

SPELL ATT. BONUS

INT
WIS
CHA

SPELL SAVE DC

**WEAPON PROFICIENCY** ☐ SIMPLE WEAPONS ☐ MARTIAL WEAPONS

[illegible][illegible][illegible][illegible]

|   |                            |                            |  |                            |                            |                            |           |  |                            |                            |          |
|---|----------------------------|----------------------------|--|----------------------------|----------------------------|----------------------------|-----------|--|----------------------------|----------------------------|----------|
| <input type="checkbox"/> DISADVANTAGE ON STEALTH CHECKS |                            |                            | <b>IMMUNITIES, RESISTANCES &amp; VULNERABILITIES</b> |                            |                            |                            |           |  |                            |                            |          |
| <input type="checkbox"/> I                              | <input type="checkbox"/> R | <input type="checkbox"/> V | ACID   | <input type="checkbox"/> I | <input type="checkbox"/> R | <input type="checkbox"/> V | LIGHTNING | <input type="checkbox"/> I   | <input type="checkbox"/> R | <input type="checkbox"/> V | RADIANT  |
| <input type="checkbox"/> I                              | <input type="checkbox"/> R | <input type="checkbox"/> V | BLUDGEONING  | <input type="checkbox"/> I | <input type="checkbox"/> R | <input type="checkbox"/> V | NECROTIC  | <input type="checkbox"/> I   | <input type="checkbox"/> R | <input type="checkbox"/> V | SLASHING |
| <input type="checkbox"/> I                              | <input type="checkbox"/> R | <input type="checkbox"/> V | COLD   | <input type="checkbox"/> I | <input type="checkbox"/> R | <input type="checkbox"/> V | PIERCING  | <input type="checkbox"/> I   | <input type="checkbox"/> R | <input type="checkbox"/> V | THUNDER  |
| <input type="checkbox"/> I                              | <input type="checkbox"/> R | <input type="checkbox"/> V | FIRE   | <input type="checkbox"/> I | <input type="checkbox"/> R | <input type="checkbox"/> V | POISON    | <i>I: Immunity</i><br><i>R: Resistance : Halved damage</i><br><i>V: Vulnerabilities : Doubled damage</i> |                            |                            |          |
| <input type="checkbox"/> I                              | <input type="checkbox"/> R | <input type="checkbox"/> V | FORCE  | <input type="checkbox"/> I | <input type="checkbox"/> R | <input type="checkbox"/> V | PSYCHIC   |  |                            |                            |          |

LIFESTYLE

PLATINUM  
(PP)

GOLD  
(GP)

ELECTRUM  
(EP)

SILVER  
(SP)

COPPER  
(CP)

