

Character portrait area with level indicator (1-20) and character name field.

CHARACTER NAME, RACE, CLASS & BUILD, BACKGROUND, GENDER, SIZE, AGE, SKIN, EYES, HAIR, HEIGHT, WEIGHT, DEITY / RELIGION, LANGUAGES, IDEALS, FLAWS, BONDS, PERSONALITY TRAITS

SPEED (ENCUMBERED, HEAVY ARMOR PENALTY), HP (CURRENT, MAX), DICE (TOTAL HIT DICE, REMAINING HIT DICE), ADVANTAGES & DISADVANTAGES

ABILITY SCORES (STR, INT, WIS, DEX, CON, CHA) with initiative and your turn instructions.

PROFICIENCY (STR, CON, DEX, INT, WIS, CHA), AC (ARMOR, SHIELD, ENCH, MISC), FEATURES & TRAITS

ATTACKS & IN-COMBAT FEATURES table with columns for WEAPON / SPELL, USES / ADMINISTRATION, HIT BONUS, DAMAGE, TYPE, REACH / RANGE, NOTES.

SPELLCASTING section including a spell slot diagram and a table for SPELL KNOWN, LEVEL, SPELL KNOWN, LEVEL, SPELL KNOWN, LEVEL.

SKILLS table listing skills like ACROBATICS (DEX), ANIMAL HANDLING (WIS), etc., with proficiency and advantage indicators.

PASSIVE PERCEPTION section with a circular indicator for SPECIAL VISION / SENSES.

