

	Score	Modifier
STRENGTH	<input type="text"/>	<input type="text"/>
<input type="checkbox"/> Athletics		<input type="text"/>
DEXTERITY	<input type="text"/>	<input type="text"/>
<input type="checkbox"/> Acrobatics		<input type="text"/>
<input type="checkbox"/> Sleight of Hand		<input type="text"/>
<input type="checkbox"/> Stealth		<input type="text"/>
CONSTITUTION	<input type="text"/>	<input type="text"/>
INTELLIGENCE	<input type="text"/>	<input type="text"/>
<input type="checkbox"/> Arcana		<input type="text"/>
<input type="checkbox"/> History		<input type="text"/>
<input type="checkbox"/> Investigation		<input type="text"/>
<input type="checkbox"/> Nature		<input type="text"/>
<input type="checkbox"/> Religion		<input type="text"/>
WISDOM	<input type="text"/>	<input type="text"/>
<input type="checkbox"/> Animal Handling		<input type="text"/>
<input type="checkbox"/> Insight		<input type="text"/>
<input type="checkbox"/> Medicine		<input type="text"/>
<input type="checkbox"/> Perception		<input type="text"/>
<input type="checkbox"/> Survival		<input type="text"/>
CHARISMA	<input type="text"/>	<input type="text"/>
<input type="checkbox"/> Deception		<input type="text"/>
<input type="checkbox"/> Intimidation		<input type="text"/>
<input type="checkbox"/> Performance		<input type="text"/>
<input type="checkbox"/> Persuasion		<input type="text"/>

SAVING THROWS

<input type="text"/>	<input type="text"/>
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ADVANTAGES, RESISTANCES, IMMUNITIES

SPELLCASTING

SPELLCASTING ABILITY	SPELL SAVE DC	SPELL ATTACK BONUS
<input type="text"/>	<input type="text"/>	<input type="text"/>

Name

Race

Background

Exp

Size

Gender: MALE FEMALE

Alignment: GOOD LAWFUL NEUTRAL CHAOTIC EVIL

CLASSES

<input type="checkbox"/> 1	Hit Die	Level
<input type="checkbox"/> 2	d	<input type="text"/>
<input type="checkbox"/> 3	d	<input type="text"/>

AC

Initiative

Speed

DEATH

SAVES

PASSIVE PERCEPTION

10 + Perception

HIT POINTS

Current Hit Points

Max Hit Points

Temp Hit Points

PROFICIENCY BONUS

ATTACKS

Weapon	Damage Type	
<input type="text"/>	<input type="text"/>	
Attack	Damage	Properties
<input type="text"/>	<input type="text"/>	<input type="text"/>

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Attack	Damage	Properties
<input type="text"/>	<input type="text"/>	<input type="text"/>

ATTACKS

Weapon	Damage Type	
<input type="text"/>	<input type="text"/>	
Attack	Damage	Properties
<input type="text"/>	<input type="text"/>	<input type="text"/>

SPELL SLOTS

Catrips	First	Second	Third	Fourth	Fifth	Sixth	Seventh	Eighth	Ninth
<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
Spells Known (Arcane & Ranger)	<input type="text"/>	Spells Prepared	<input type="text"/>	Sorcery Points	<input type="text"/>				

BACKGROUND

Personality Traits

Ideals

Bonds

Flaws

RACIAL FEATURES

CLASS & ADDITIONAL FEATURES

INVENTORY

Item

Qty

<input type="checkbox"/>		<input type="text"/>
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WEALTH

Platinum

Gold

Electrum

Silver

Copper

NOTES

	Score	Modifier
STRENGTH	<input type="text"/>	<input type="text"/>
DEXTERITY	<input type="text"/>	<input type="text"/>
CONSTITUTION	<input type="text"/>	<input type="text"/>
INTELLIGENCE	<input type="text"/>	<input type="text"/>
WISDOM	<input type="text"/>	<input type="text"/>
CHARISMA	<input type="text"/>	<input type="text"/>

SKILLS

<input type="checkbox"/>	<input type="text"/>
<input type="checkbox"/>	<input type="text"/>
<input type="checkbox"/>	<input type="text"/>

<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>		<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
DEATH				SAVES		

ACTIONS & INFO

Name

Type

MALE FEMALE
 Size




AC

Speed

HIT POINTS

Current Hit Points	Max Hit Points
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ATTACKS

Weapon		Damage Type
<input type="text"/>		<input type="text"/>
Attack	Damage	Properties
<input type="text"/>	<input type="text"/>	<input type="text"/>

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