

Name \_\_\_\_\_

MALE  FEMALE  
 Size



Race \_\_\_\_\_



Size

Background \_\_\_\_\_

Exp \_\_\_\_\_

Score  Modifier

**STRENGTH**

Athletics

**DEXTERITY**

Acrobatics

Sleight of Hand

Stealth

**CONSTITUTION**

**INTELLIGENCE**

Arcana

History

Investigation

Nature

Religion

**WISDOM**

Animal Handling

Insight

Medicine

Perception

Survival

**CHARISMA**

Deception

Intimidation

Performance

Persuasion

**SAVING THROWS**

**ADVANTAGES, RESISTANCES, IMMUNITIES**

**SPELLCASTING**

SPELLCASTING ABILITY  SPELL SAVE DC  SPELL ATTACK BONUS

**CLASSES**

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

**PROFICIENCY BONUS**

**HIT POINTS**

Current Hit Points

Max Hit Points  Temp Hit Points

**ATTACKS**

Weapon  Damage Type

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

Weapon  Damage Type

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

Weapon  Damage Type

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)  Spells Prepared  Sorcery Points

### BACKGROUND

Personality Traits

Ideals

Bonds

Flaws

### RACIAL FEATURES

### CLASS & ADDITIONAL FEATURES

### INVENTORY

Item

Qty

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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"/>
<b>DEATH</b>				<b>SAVES</b>		

**ACTIONS & INFO**

Name

Type

 MALE 
 FEMALE

  Size



**HIT POINTS**

Current Hit Points	Max Hit Points
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**ATTACKS**

Weapon	Damage Type	
<input style="width: 100%;" type="text"/>	<input style="width: 100%;" type="text"/>	
Attack	Damage	Properties
<input style="width: 100%;" type="text"/>	<input style="width: 100%;" type="text"/>	<input style="width: 100%;" type="text"/>

Weapon	Damage Type	
<input style="width: 100%;" type="text"/>	<input style="width: 100%;" type="text"/>	
Attack	Damage	Properties
<input style="width: 100%;" type="text"/>	<input style="width: 100%;" type="text"/>	<input style="width: 100%;" type="text"/>

Weapon	Damage Type	
<input style="width: 100%;" type="text"/>	<input style="width: 100%;" type="text"/>	
Attack	Damage	Properties
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