

Name \_\_\_\_\_

MALE  FEMALE  
 Size

Alignment grid with icons for Good, Lawful, Evil, and Chaotic.

Race \_\_\_\_\_

Exp  Size

Background \_\_\_\_\_

Exp \_\_\_\_\_

**STRENGTH**      Score       Modifier

Athletics

**DEXTERITY**      Score       Modifier

Acrobatics

Sleight of Hand

Stealth

**CONSTITUTION**      Score       Modifier

**INTELLIGENCE**      Score       Modifier

Arcana

History

Investigation

Nature

Religion

**WISDOM**      Score       Modifier

Animal Handling

Insight

Medicine

Perception

Survival

**CHARISMA**      Score       Modifier

Deception

Intimidation

Performance

Persuasion

**SAVING THROWS**

**ADVANTAGES, RESISTANCES, IMMUNITIES**

**SPELLCASTING**  
 SPELLCASTING ABILITY     SPELL SAVE DC     SPELL ATTACK BONUS

**CLASSES**

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

AC

Initiative

Speed

DEATH

**PASSIVE PERCEPTION**  
 10 + Perception

**PROFICIENCY BONUS**

**HIT POINTS**  
 Current Hit Points   
 Max Hit Points       Temp Hit Points

**ATTACKS**  
 Weapon       Damage Type   
 Attack       Damage       Properties

Weapon       Damage Type   
 Attack       Damage       Properties

Weapon       Damage Type   
 Attack       Damage       Properties

**SPELL SLOTS**  
 Catrrips     First     Second     Third     Fourth     Fifth     Sixth     Seventh     Eighth     Ninth

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



  
 AC

  
 Speed

**HIT POINTS**

Current Hit Points	Max Hit Points
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**ATTACKS**

Weapon	Damage Type
<input style="width: 95%;" type="text"/>	<input style="width: 95%;" type="text"/>
Attack	Damage
<input style="width: 95%; height: 80px;" type="text"/>	<input style="width: 95%; height: 80px;" type="text"/>
Properties	
<input style="width: 95%; height: 80px;" type="text"/>	

Weapon	Damage Type
<input style="width: 95%;" type="text"/>	<input style="width: 95%;" type="text"/>
Attack	Damage
<input style="width: 95%; height: 80px;" type="text"/>	<input style="width: 95%; height: 80px;" type="text"/>
Properties	
<input style="width: 95%; height: 80px;" type="text"/>	

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<input style="width: 95%;" type="text"/>	<input style="width: 95%;" type="text"/>
Attack	Damage
<input style="width: 95%; height: 80px;" type="text"/>	<input style="width: 95%; height: 80px;" type="text"/>
Properties	
<input style="width: 95%; height: 80px;" type="text"/>	