

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**

| Catrigs              | 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

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

### 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  Size

 MALE 
 FEMALE

 GOOD 
 LAWFUL 
 CHAOTIC 
 EVIL



AC

Speed

**HIT POINTS**

|                    |                |
|--------------------|----------------|
| Current Hit Points | Max Hit Points |
|--------------------|----------------|

**ATTACKS**

| Weapon                                                  | Damage Type                                             |                                                         |
|---------------------------------------------------------|---------------------------------------------------------|---------------------------------------------------------|
| <input style="width: 100%;" type="text"/>               | <input style="width: 50px; height: 30px;" type="text"/> |                                                         |
| Attack                                                  | Damage                                                  | Properties                                              |
| <input style="width: 100%; height: 100%;" type="text"/> | <input style="width: 100%; height: 100%;" type="text"/> | <input style="width: 100%; height: 100%;" type="text"/> |

| Weapon                                                  | Damage Type                                             |                                                         |
|---------------------------------------------------------|---------------------------------------------------------|---------------------------------------------------------|
| <input style="width: 100%;" type="text"/>               | <input style="width: 50px; height: 30px;" type="text"/> |                                                         |
| Attack                                                  | Damage                                                  | Properties                                              |
| <input style="width: 100%; height: 100%;" type="text"/> | <input style="width: 100%; height: 100%;" type="text"/> | <input style="width: 100%; height: 100%;" type="text"/> |

| Weapon                                                  | Damage Type                                             |                                                         |
|---------------------------------------------------------|---------------------------------------------------------|---------------------------------------------------------|
| <input style="width: 100%;" type="text"/>               | <input style="width: 50px; height: 30px;" type="text"/> |                                                         |
| Attack                                                  | Damage                                                  | Properties                                              |
| <input style="width: 100%; height: 100%;" type="text"/> | <input style="width: 100%; height: 100%;" type="text"/> | <input style="width: 100%; height: 100%;" type="text"/> |