

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

Name

Race

Background

Gender: MALE FEMALE

Size:

Alignment: GOOD LAWFUL NEUTRAL CHAOTIC EVIL

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

HIT POINTS

Current Hit Points

Max Hit Points

Temp Hit Points

PROFICIENCY BONUS

ATTACKS

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

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

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

SPELL SLOTS

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

WEALTH

Platinum	Gold	Electrum	Silver	Copper
<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>

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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