

_CLASS & LEVEL

_PLAYER NAME

CHARACTER NAME_

_RACE

_BACKGROUND

_EXP. POINTS

STRENGTH ▾

DEXTERITY |

CONSTITUTION

INTELLIGENCE —

WISDOM •

CHARISMA ■

SKILLS

- ACROBATICS | DEX
- ANIMAL HANDLING • WIS
- ARCANA — INT
- ATHLETICS ▾ STR
- DECEPTION ■ CHA
- HISTORY — INT
- INSIGHT • WIS
- INTIMIDATION ■ CHA
- INVESTIGATION — INT
- MEDICINE • WIS
- NATURE — INT
- PERCEPTION • WIS
- PERFORMANCE ■ CHA
- PERSUASION ■ CHA
- RELIGION — INT
- SLEIGHT OF HAND | DEX
- STEALTH | DEX
- SURVIVAL • WIS

SAVING THROWS

- STRENGTH ▾
- DEXTERITY |
- CONSTITUTION
- INTELLIGENCE —
- WISDOM •
- CHARISMA ■

INITIATIVE

ARMOR CLASS

DEFENSES

PROFICIENCY BONUS

+

INSPIRATION

ABILITY SAVE DC

SPEED

HIT POINTS

CURRENT MAX HP TEMP HP

TOTAL:

DEATH SAVES

HIT DICE ■ ● ▲

PROFICIENCIES & LANGUAGES

ACTIONS

WEAPON ATTACKS & CANTRIPS

NAME	HIT	DAMAGE/TYPE	NOTES

MODIFIERS

SENSES

<input type="checkbox"/>	PASSIVE WISDOM PERCEPTION	
<input type="checkbox"/>	PASSIVE WISDOM INSIGHT	
<input type="checkbox"/>	PASSIVE INTELLIGENCE INVESTIGATION	

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5

FEATURES & TRAITS

5

	NAME	EQUIPMENT		NOTES ■ ■ ■ ■ ■
		QTY	WEIGHT	
CP				
SP				
EP				
GP				
PP				

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5

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RUNESTONE TRACKER



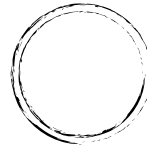
NAME_

RARITY_

BONDED TO_

MATERIAL_

DESCRIPTION_



NAME_

RARITY_

BONDED TO_

MATERIAL_

DESCRIPTION_



NAME_

RARITY_

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DESCRIPTION_



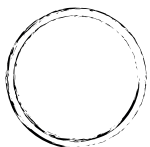
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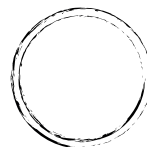
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