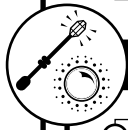


WEAPON ATTACKS

	ATTACK	DAMAGE	TYPE
1			
2			
3			
4			



SPELL ATTACKS

	ATTACK	DAMAGE
1		
2		
3		
4		

SPELLCASTING DETAILS

SPELLS PER DAY	SPELLS USED	SAVE DC
1		
2		
3		
4		
5		
6		
7		
8		
9		

D & D NEXT



CHARACTER NAME

CLASS FEATURES



RACIAL TRAITS



COINAGE

COPPER	CP
SILVER	SP
ELECTRUM	EP
GOLD	GP
PLATINUM	PP



HIT POINTS

TOTAL	REMAINING



ARMOR CLASS

AC - NO ARMOR



SPELLS



CANTRIPS

- LEVEL 1
- LEVEL 2
- LEVEL 3
- LEVEL 4
- LEVEL 5
- LEVEL 6
- LEVEL 7
- LEVEL 8
- LEVEL 9

PREPARED SPELLS

PROFICIENCIES

PROFICIENCY BONUS



SAVING THROWS

INITIATIVE



SCORE

MODIFIER

LANGUAGES



SPEED



VISION



STR
DEX
CON
INT
WIS
CHA

TOOLS

WEAPONS

ARMORS

SKILLS

- | | | |
|---------------------------------------|------------------------------------|---------------------------------------|
| ☐ ACROBATICS | ☐ INSIGHT | ☐ PERSUASION |
| ☐ ANIMAL HANDLING | ☐ INTIMIDATION | ☐ RELIGION |
| ☐ ARCANA | ☐ MEDICINE | ☐ SEARCH |
| ☐ ATHLETICS | ☐ NATURE | ☐ SLEIGHT OF HAND |
| ☐ DECEPTION | ☐ PERCEPTION | ☐ STEALTH |
| ☐ HISTORY | ☐ PERFORMANCE | ☐ SURVIVAL |

EQUIPMENT



TREASURE



Equipment entry 1



Equipment entry 2



Equipment entry 3



Equipment entry 4

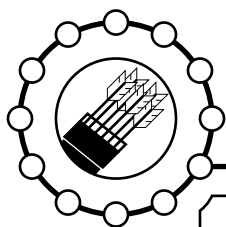


Equipment entry 5



Equipment entry 6

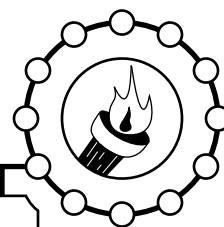
GEMS & ART OBJECTS



Equipment entry 7



Equipment entry 8



FEATS

NOTES



BACKGROUND