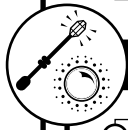


WEAPON ATTACKS

	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

TOOLS

WEAPONS

ARMORS

SKILLS

- | | | |
|---------------------------------------|------------------------------------|---------------------------------------|
| <input type="radio"/> ACROBATICS | <input type="radio"/> INSIGHT | <input type="radio"/> PERSUASION |
| <input type="radio"/> ANIMAL HANDLING | <input type="radio"/> INTIMIDATION | <input type="radio"/> RELIGION |
| <input type="radio"/> ARCANA | <input type="radio"/> MEDICINE | <input type="radio"/> SEARCH |
| <input type="radio"/> ATHLETICS | <input type="radio"/> NATURE | <input type="radio"/> SLEIGHT OF HAND |
| <input type="radio"/> DECEPTION | <input type="radio"/> PERCEPTION | <input type="radio"/> STEALTH |
| <input type="radio"/> HISTORY | <input type="radio"/> PERFORMANCE | <input type="radio"/> SURVIVAL |

EQUIPMENT



TREASURE



Blank text box for equipment entry 1.



Blank text box for equipment entry 2.



Blank text box for equipment entry 3.



Blank text box for equipment entry 4.

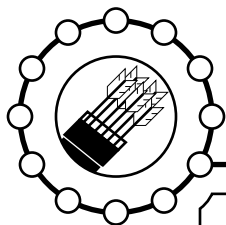


Blank text box for equipment entry 5.



Blank text box for equipment entry 6.

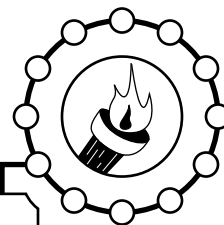
GEMS & ART OBJECTS



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Blank text box for feat entry 2.



FEATS

NOTES



BACKGROUND