

## WEAPON ATTACKS

	ATTACK	DAMAGE	TYPE
1			
2			
3			
4			



## SPELL ATTACKS

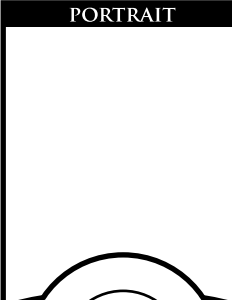
	ATTACK	DAMAGE
1		
2		
3		
4		
5		

### SPELLCASTING DETAILS

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

# D & D NEXT

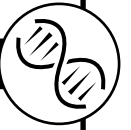
PORTRAIT



## CLASS FEATURES



## RACIAL TRAITS



CHARACTER NAME

ALIGNMENT

RACE

CLASS

GENDER

HAIR

EYES

SIZE

HEIGHT

WEIGHT

EXPERIENCE

LEVEL

NEXT LEVEL

INITIATIVE

SCORE

MODIFIER

LANGUAGES

SPEED

STR  
DEX  
CON  
INT  
WIS  
CHA

VISION

### COINAGE

COPPER	CP
SILVER	SP
ELECTRUM	EP
GOLD	GP
PLATINUM	PP



### HIT POINTS

TOTAL	REMAINING



### ARMOR CLASS




## SPELLS



## PROFICIENCIES



PROFICIENCY BONUS

### CANTRIPS

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

### PREPARED SPELLS

### 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        |

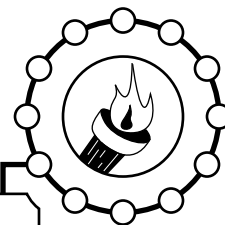
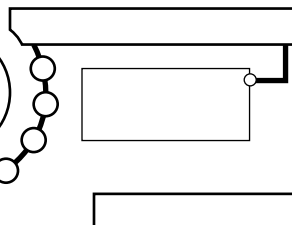
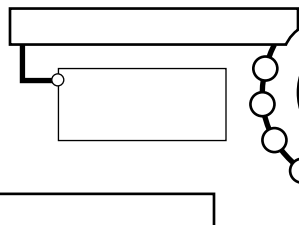
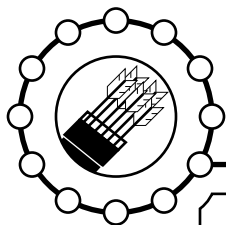
## EQUIPMENT



## TREASURE



## GEMS & ART OBJECTS



## FEATS

## NOTES



## BACKGROUND