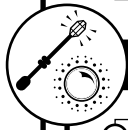


WEAPON ATTACKS

	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

STR
DEX
CON
INT
WIS
CHA

MODIFIER

LANGUAGES



SPEED



VISION



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 |

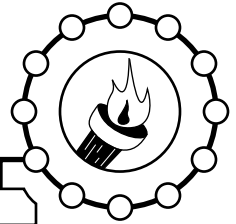
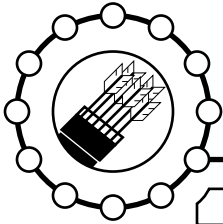
EQUIPMENT



TREASURE



GEMS & ART OBJECTS



FEATS

NOTES



BACKGROUND