



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



VISION



SPEED



TOOLS

WEAPONS

ARMORS

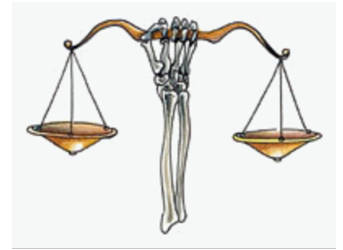
SKILLS

- | | | |
|---------------------------------------|------------------------------------|---------------------------------------|
| <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 |

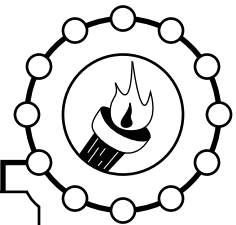
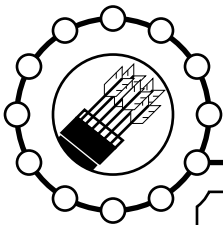
EQUIPMENT



TREASURE



GEMS & ART OBJECTS



FEATS

NOTES



BACKGROUND