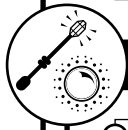


WEAPON ATTACKS

	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



ARMOR CLASS

AC - NO ARMOR



PROFICIENCIES

PROFICIENCY BONUS



SAVING THROWS

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 |



HIT POINTS

TOTAL	REMAINING



SPELLS

CANTRIPS

LEVEL 1

LEVEL 2

LEVEL 3

LEVEL 4

LEVEL 5

LEVEL 6

LEVEL 7

LEVEL 8

LEVEL 9

PREPARED SPELLS

ALIGNMENT		RACE		CLASS	
GENDER		HAIR	EYES	SIZE	HEIGHT WEIGHT
EXPERIENCE		LEVEL		NEXT LEVEL	
INITIATIVE	SCORE	STR	MODIFIER	LANGUAGES	
		DEX			
		CON			
SPEED		INT		VISION	
		WIS			
		CHA			



EQUIPMENT



TREASURE



Equipment entry 1



Equipment entry 2



Equipment entry 3



Equipment entry 4

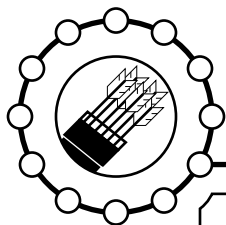


Equipment entry 5



Equipment entry 6

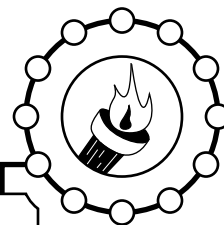
GEMS & ART OBJECTS



Feat entry 1



Feat entry 2



FEATS

NOTES



BACKGROUND