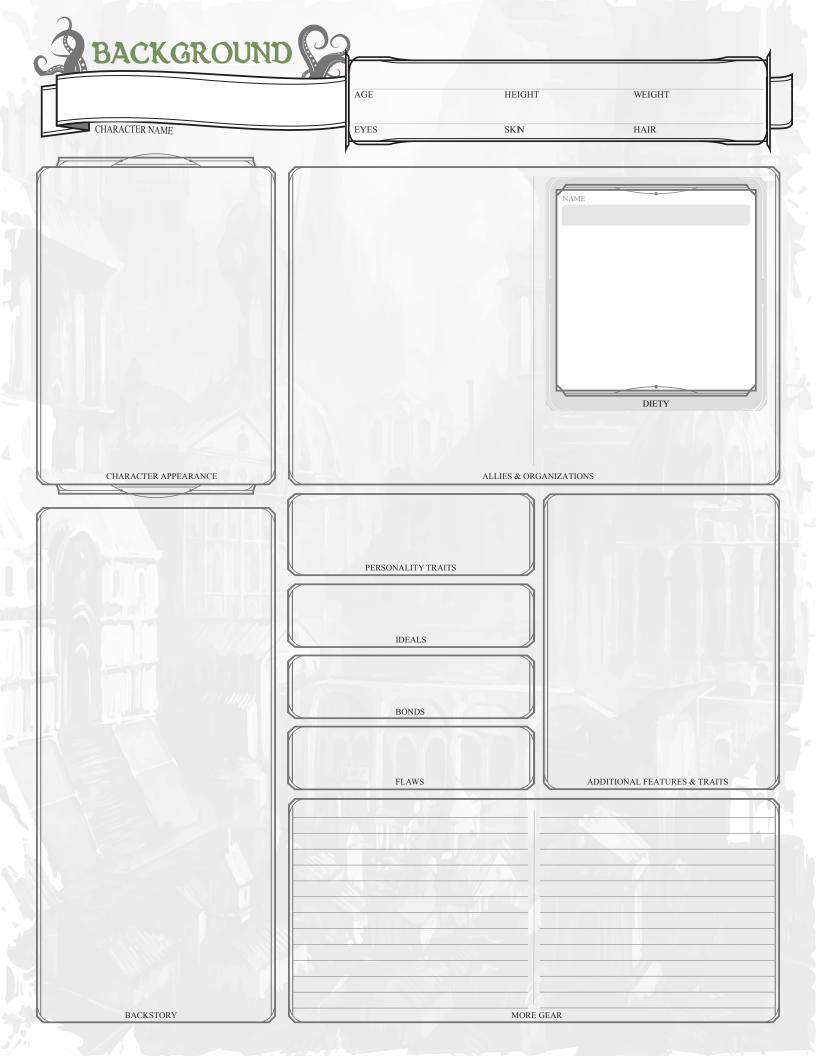
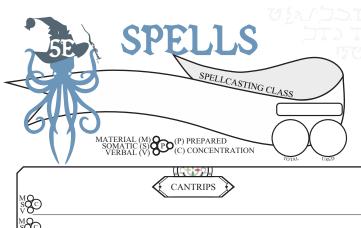
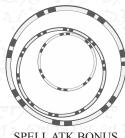
COVERVIEW			
	CLASS & LEVEL	BACKGROUND	PLAYER NAME
CHARACTER NAME	RACE	ALIGNMENT	EXPERIENCE POINTS
PROFICIENCY PASSIVE PERCEPTION STRENGTH SAVING THROWS ATHLETICS DEXTERITY SAVING THROWS	ARMOR INITIATIVE TEMPOR	OCO PIERC OCO SLAS! OCO COLD	EING OO ACID OO LIGHTNING HING OO PSYCHIC OO THUNDER OO NECROTIC OO FORCE MUNITIES, RESISTANCES, & VULNERABILITIES
© ACROBATICS © SLEIGHT OF HAND © STEALTH CONSTITUTION → SAVING THROWS	APON ATK DAMAC	SO PO	ARMOR TOOLS - (ADVANTAGES)
SAVING THROWS	OTAL USED TOTAL USED TOTAL USED NTRIP DAMAGE/TYPE	TOTAL USED / EFFECT / DC S WA MA MA S WA MA MA S WA MA MA MA MA MA MA MA MA MA	
CHARISMA SAVING THROWS DECEPTION INTIMIDATION PERFORMANCE PERSUASION CHARISMA SAVING THROWS PERSUASION RACK	8 SPELL 3 SLOTS 7 USED 4 6 5 5	USED	
	WEIGHT ENCUMBERED WEIGHT HEAVILY ENCUM	WT PPP GPP SPP SPP SPP SPP SPP SPP SPP SPP	FEATURES AND TRAITS







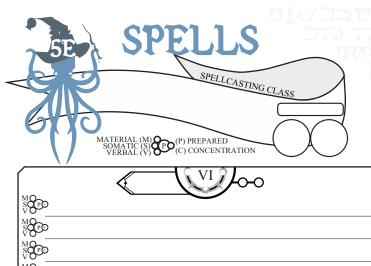




CANTRIPS	
NA CONTRACTOR OF THE PROPERTY	
№ %	
₩ %	
\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\	
§ €	
§ 600 1	
₩ ©	
1 100-0-0	
SLOTS TOTAL SLOTS USED	
NO PO	
NO CO	
NO CO	
SLOTS TOTAL SCOTS	
NO PO	
MA CO	
MO PO	
MO PO	
NO PO	
Note the second	
No po	

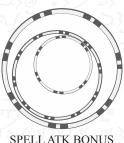
II)	
M&Coo_	
NO DO	
NO SOCIO	
M Po	
M Po	
\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\	
WO DO	
MO PO	
No No No No No No No No	
[\$\$P	

\(\)\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\		J
MO SOPO SOPO		
MO SOPO SOPO		
SOPO VOPO		
VO		
MÖ SQPO V		
MO SOPO		
MO SOPO		
MÖ SQPO V		
MÖ SOPO V OPO		
MO SOPO		
MÖ SOPO V		
MO SOPO V OPO		
MO SOPO		
<i>K</i>	(IV)	1
MQ_		,
MO SOPO MO		
MO SOPO VO		
MO SOPO VO		
MO SOPO VO		
MO PO		
MO SOPO WO		
MO SOPO MO		
MO SOPO MO		
MO PO		
MO SO PO WO		
MO SOPO VO		
MO PO SOPO		
\$\$ \$ @		
[J
M SPO		
MO SOPO V PO		
MO SOPO V		
MO SOPO VOPO		
V O		
MO SOPO WO		
MO SOPO		
MO SOPO V		
MO PO		
MO SOPO		



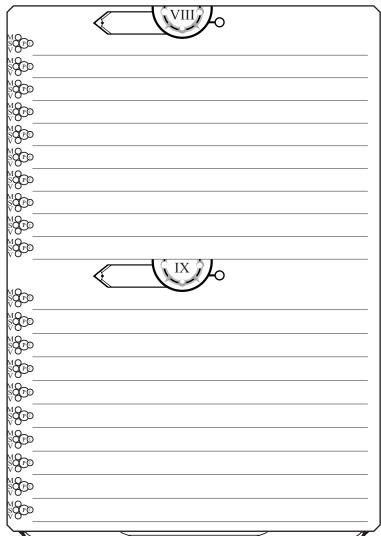


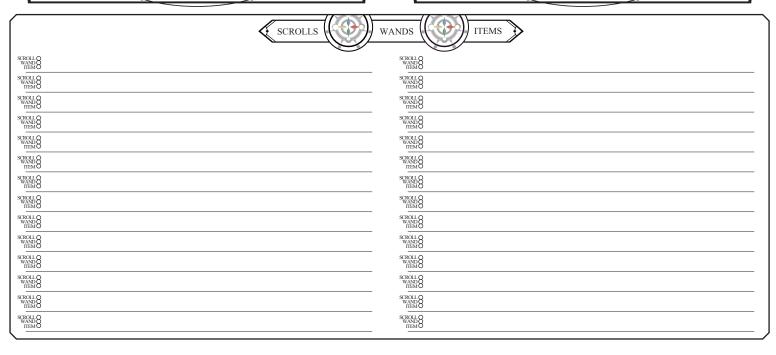




SPELL ATK BONUS

	(VI)	
MO SOPO V		
MOPO SOPO		
MO SOPO V		
MO SOP©		
MO SOP®		
MO SOPO V		
MO SOPO V		
M		
MO SOPO V		
MO SOPO V		
	(VII) o-o	_
MO SOPO V		
MO SOPO		
MO		





COMPANION	20		
	CREATURE	BONDED TO	CREATURE SIZE
COMPANION NAME	CREATURE ALIGNMENT	WEIGHT	CREATURE TYPE
STRENGTH SAVING THROWS ATHLETICS DEXTERITY SAVING THROWS ACROBATICS	DARKVISION ARMOR CLASS INITIATIVE TEMPORAR CURRENT HIT POINTS	1 RV BLI 000 PIE 000 SL/ 000 CO 000 FIR	RCING OOO ACID OOO LIGHTNING ASHING OOO PSYCHIC OOO THUNDER LD OOO NECROTIC OOO FORCE
SLEIGHT OF HAND STEALTH CONSTITUTION SAVING THROWS INTELLIGENCE SAVING THROWS	TOTAL USED CONDITIONS, B & DEBUFF WEAPON ATK DAMAGE	& EFFECTS S P B S P B S P B S P B S P B S P B S P B S P B S P B S P B S P B S S S P B S S S S	
↑ ARCANA ↑ HISTORY ↑ INVESTIGATION ↑ NATURE ↑ RELIGION SAVING THROWS ↑ ANIMAL HANDLING ↑ INSIGHT	CANTRIP DAMAGE/TYPE/I	OB	
© MEDICINE © PERCEPTION © SURVIVAL CHARISMA ⇒ SAVING THROWS © DECEPTION © INTIMIDATION © PERFORMANCE			
PERSUASION	ATTACKS & SPELLCASTING	ITEM	FEATURES & TRAITS CARRYING WIT ITEM WT
COMPANION APPEARANCE		TOTAL	ENCUMBERED WEIGHT HEAVILY ENCUMBERED