



 ARMOR CLASS	 INITIATIVE	 SPEED
Hit Point Maximum _____		
CURRENT HIT POINTS		
TEMPORARY HIT POINTS		
Total _____	SUCCESSSES 	
HIT DICE	FAILURES 	
DEATH SAVES		
PASSIVE WISDOM (PERCEPTION)		

PERSONALITY TRAITS

IDEALS

BONDS

FLAWS

OTHER PROFICIENCIES & LANGUAGES

NAME	ATK BONUS	DAMAGE/TYPE

ATTACKS & SPELLCASTING

CP

SP

EP

GP

PP

EQUIPMENT

[illegible]

0

CANTRIPS

SPELL LEVEL

SLOTS TOTAL

SLOTS EXPENDED

1

PREPARED

SPELL NAME

3

4

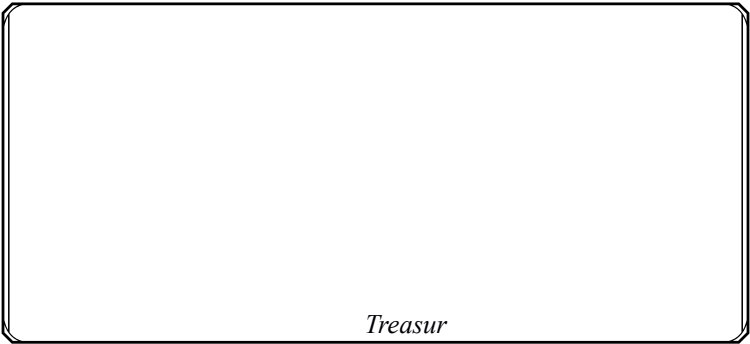
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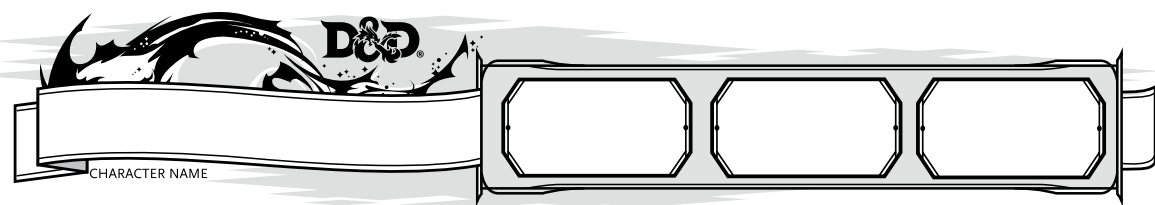
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