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|-------------------|---------------|---------------|
| Class(es) & Level | | Alignment |
| Species | | Background |
| Experience Points | XP Next Level | Player's Name |

VISION

SPEED

base hour day

special movement

SENSES & MOVEMENT

| Weapon | Attack | Damage/Type | Range | Weight |
|--------|--------|-------------|-------|--------|
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WEAPONS & AMMUNITIONS

| | Refresh after short/long rest | Refresh after long rest | <input type="checkbox"/> Use |
|--|-------------------------------|-------------------------|------------------------------|
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COMBAT FEATURES
Feats, abilities, and other features for quick reference in combat

PROFICIENCIES

LANGUAGES

[illegible][illegible][illegible]

| | |
|----------------------------------|----------------------------------|
| <div></div> <div>AT-WILL</div> | <div></div> <div>1st LEVEL</div> |
| <div></div> <div>2nd LEVEL</div> | <div></div> <div>3rd LEVEL</div> |
| <div></div> <div>4th LEVEL</div> | <div></div> <div>5th LEVEL</div> |
| <div></div> <div>6th LEVEL</div> | <div></div> <div>7th LEVEL</div> |
| <div></div> <div>8th LEVEL</div> | <div></div> <div>9th LEVEL</div> |