



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	Use
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COMBAT FEATURES
Feats, abilities, and other features for quick reference in combat

PROFICIENCIES

LANGUAGES

[illegible][illegible][illegible]

<p align="center">AT-WILL</p>	<p align="center">1st LEVEL</p>
<p align="center">2nd LEVEL</p>	<p align="center">3rd LEVEL</p>
<p align="center">4th LEVEL</p>	<p align="center">5th LEVEL</p>
<p align="center">6th LEVEL</p>	<p align="center">7th LEVEL</p>
<p align="center">8th LEVEL</p>	<p align="center">9th LEVEL</p>