



## WEAPON ATTACKS

	ATTACK	DAMAGE	TYPE
1			
2			
3			
4			



## SPELL ATTACKS

	ATTACK	DAMAGE
1		
2		
3		
4		
5		

### SPELLCASTING DETAILS

SPELLS PER DAY	SPELLS USED	SAVE DC
1		
2		
3		
4		
5		
6		
7		
8		
9		

# D & D<sup>®</sup>

PORTRAIT

## CLASS FEATURES



## RACIAL TRAITS



CHARACTER NAME

ALIGNMENT

RACE

CLASS

GENDER

HAIR

EYES

SIZE

HEIGHT

WEIGHT

EXPERIENCE

LEVEL

NEXT LEVEL

### COINAGE

COPPER	CP
SILVER	SP
ELECTRUM	EP
GOLD	GP
PLATINUM	PP



### HIT POINTS

TOTAL	REMAINING



INITIATIVE

SCORE

MODIFIER

STR

DEX

CON

INT

WIS

CHA

SPEED

LANGUAGES

VISION

### ARMOR CLASS

AC - NO ARMOR



## SPELLS



CANTRIPS

LEVEL 1

LEVEL 2

LEVEL 3

LEVEL 4

LEVEL 5

LEVEL 6

LEVEL 7

LEVEL 8

LEVEL 9

PREPARED SPELLS

## PROFICIENCIES

PROFICIENCY BONUS



SAVING THROWS

TOOLS

WEAPONS

ARMORS

SKILLS

## EQUIPMENT



## TREASURE



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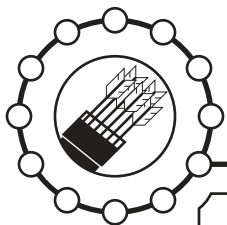


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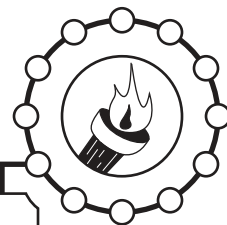
## GEMS & ART OBJECTS



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## FEATS

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## NOTES



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## BACKGROUND

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