



WEAPON ATTACKS

| ATTACK DAMAGE | TYPE |
|---------------|------|
| | |
| | |
| | |
| | |
| | |
| | |
| | |



SPELL ATTACKS

| ATTACK DAMAGE | |
|---------------|--|
| | |
| | |
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| | |
| | |
| | |
| | |



SPELLCASTING DETAILS

| SPELLS PER DAY | SPELLS USED |
|----------------|-------------|
| 1 | |
| 2 | |
| 3 | |
| 4 | |
| 5 | |
| 6 | |
| 7 | |
| 8 | |
| 9 | |

SAVE DC



HIT POINTS

| TOTAL | REMAINING |
|----------|-----------|
| HIT DICE | |
| | |
| TOTAL | REMAINING |



SPELLS

CANTRIPS

LEVEL 1

LEVEL 2

LEVEL 3

LEVEL 4

LEVEL 5

LEVEL 6

LEVEL 7

LEVEL 8

LEVEL 9

PREPARED SPELLS

D & D®
NEXT

CLASS FEATURES



RACIAL TRAITS



CHARACTER NAME

ALIGNMENT

RACE

CLASS

GENDER

HAIR

EYES

SIZE

HEIGHT

WEIGHT

EXPERIENCE

LEVEL

NEXT LEVEL

INITIATIVE

SCORE

MODIFIER

STR

DEX

CON

INT

WIS

CHA

LANGUAGES

VISION

EYE

SPEED

LEG



PROFICIENCIES

PROFICIENCY
BONUS

SAVING THROWS

TOOLS

WEAPONS

ARMORS

SKILLS

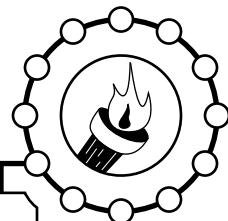
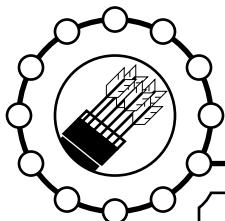
- | | | |
|---------------------------------------|------------------------------------|---------------------------------------|
| <input type="radio"/> ACROBATICS | <input type="radio"/> INSIGHT | <input type="radio"/> PERSUASION |
| <input type="radio"/> ANIMAL HANDLING | <input type="radio"/> INTIMIDATION | <input type="radio"/> RELIGION |
| <input type="radio"/> ARCANA | <input type="radio"/> MEDICINE | <input type="radio"/> SEARCH |
| <input type="radio"/> ATHLETICS | <input type="radio"/> NATURE | <input type="radio"/> SLEIGHT OF HAND |
| <input type="radio"/> DECEPTION | <input type="radio"/> PERCEPTION | <input type="radio"/> STEALTH |
| <input type="radio"/> HISTORY | <input type="radio"/> PERFORMANCE | <input type="radio"/> SURVIVAL |

EQUIPMENT

TREASURE



GEMS & ART OBJECTS



FEATS



NOTES

BACKGROUND