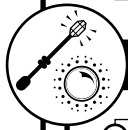


WEAPON ATTACKS

	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 NEXT



CLASS FEATURES



RACIAL TRAITS



COINAGE

COPPER	CP
SILVER	SP
ELECTRUM	EP
GOLD	GP
PLATINUM	PP



HIT POINTS

TOTAL	REMAINING



ARMOR CLASS



SPELLS



CANTRIPS

LEVEL 1
LEVEL 2
LEVEL 3
LEVEL 4
LEVEL 5
LEVEL 6
LEVEL 7
LEVEL 8
LEVEL 9

PREPARED SPELLS



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

SPEED

VISION



PROFICIENCIES

PROFICIENCY BONUS

SAVING THROWS

TOOLS

WEAPONS

ARMORS

SKILLS

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

EQUIPMENT



TREASURE



Equipment entry 1



Equipment entry 2



Equipment entry 3



Equipment entry 4

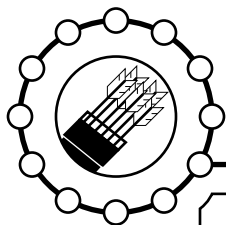


Equipment entry 5



Equipment entry 6

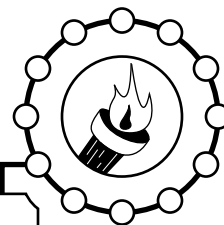
GEMS & ART OBJECTS



Feat entry 1



Feat entry 2



FEATS

NOTES



BACKGROUND