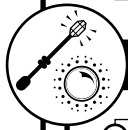


## WEAPON ATTACKS

	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

PORTRAIT



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



### COINAGE

COPPER	CP
SILVER	SP
ELECTRUM	EP
GOLD	GP
PLATINUM	PP

### ARMOR CLASS

AC - NO ARMOR

## 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        |

### 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



## CLASS FEATURES

## RACIAL TRAITS



## EQUIPMENT



## TREASURE



Blank text box for equipment entry 1.



Blank text box for equipment entry 2.



Blank text box for equipment entry 3.



Blank text box for equipment entry 4.

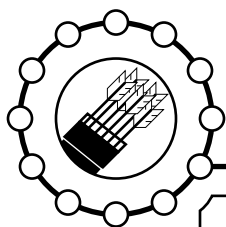


Blank text box for equipment entry 5.



Blank text box for equipment entry 6.

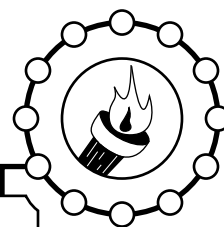
## GEMS & ART OBJECTS



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Blank text box for feat entry 2.



## FEATS

## NOTES



## BACKGROUND