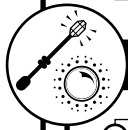


WEAPON ATTACKS

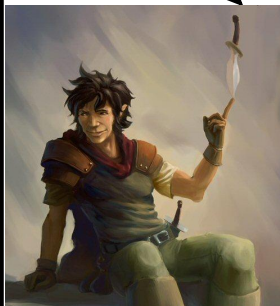
	ATTACK	DAMAGE	TYPE
1			
2			
3			
4			



SPELL ATTACKS

	ATTACK	DAMAGE
1		
2		
3		
4		
5		

D & D NEXT



CLASS FEATURES



RACIAL TRAITS



SPELLCASTING DETAILS

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



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="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 |



HIT POINTS

TOTAL	REMAINING



SPELLS

CANTRIPS

LEVEL 1

LEVEL 2

LEVEL 3

LEVEL 4

LEVEL 5

LEVEL 6

LEVEL 7

LEVEL 8

LEVEL 9

PREPARED SPELLS

EQUIPMENT



TREASURE



Equipment entry 1



Equipment entry 2



Equipment entry 3



Equipment entry 4

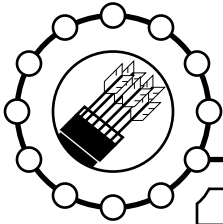


Equipment entry 5



Equipment entry 6

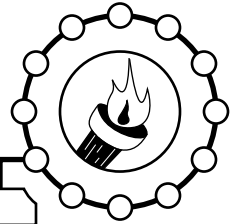
GEMS & ART OBJECTS



Feat entry 1



Feat entry 2



FEATS

NOTES



BACKGROUND