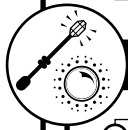


## WEAPON ATTACKS

	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



## 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

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

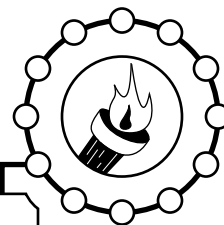
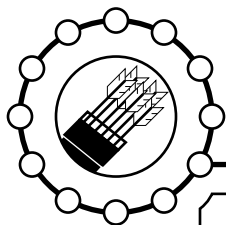
## EQUIPMENT



## TREASURE



## GEMS & ART OBJECTS



## FEATS

## NOTES



## BACKGROUND