



WEAPON ATTACKS

	ATTACK	DAMAGE	TYPE
1			
2			
3			
4			



SPELL ATTACKS

	ATTACK	DAMAGE
1		
2		
3		
4		

SPELLCASTING DETAILS

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



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

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

CLASS FEATURES

RACIAL TRAITS



EQUIPMENT



TREASURE



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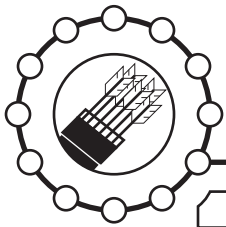


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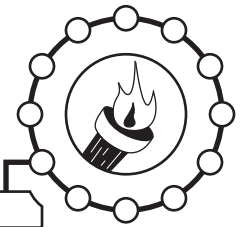
GEMS & ART OBJECTS



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FEATS

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NOTES

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BACKGROUND

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