



### WEAPON ATTACKS

	ATTACK	DAMAGE	TYPE
1			
2			
3			
4			



### SPELL ATTACKS

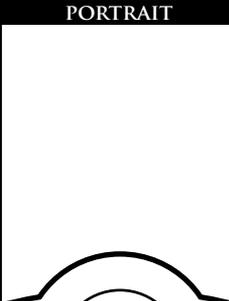
	ATTACK	DAMAGE
1		
2		
3		
4		
5		

### SPELLCASTING DETAILS

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



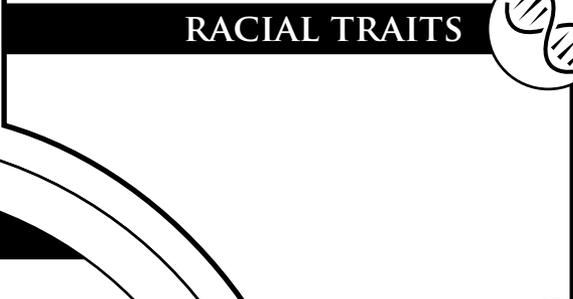
### PORTRAIT



### CLASS FEATURES



### RACIAL TRAITS



### CHARACTER NAME

\_\_\_\_\_

ALIGNMENT RACE CLASS

\_\_\_\_\_

GENDER HAIR EYES SIZE HEIGHT WEIGHT

\_\_\_\_\_

EXPERIENCE LEVEL NEXT LEVEL

\_\_\_\_\_

INITIATIVE SCORE STR MODIFIER LANGUAGES



\_\_\_\_\_

SPEED VISION



\_\_\_\_\_

DEX

CON

WIS

CHA



### COINAGE

COPPER	CP
SILVER	SP
ELECTRUM	EP
GOLD	GP
PLATINUM	PP



### ARMOR CLASS

AC - NO ARMOR
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### HIT POINTS

HD TOTAL	HD REMAINING
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### SPELLS

#### CANTRIPS

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

#### PREPARED SPELLS

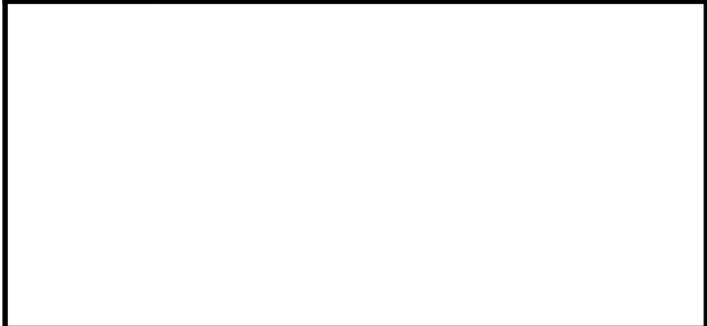
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### LORE

- CULTURAL LORE
- FORBIDDEN LORE
- HOBBYIST LORE
- MAGICAL LORE
- MILITARY LORE
- NATURAL LORE
- PLANAR LORE
- POLITICAL LORE
- RELIGIOUS LORE
- SUBTERRANEAN LORE
- TRADE LORE



### BACKGROUND



EQUIPMENT

TREASURE

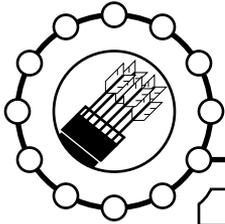


Equipment list with six horizontal input fields, each connected to a circular icon on the left representing a different type of equipment.

GEMS & ART OBJECTS



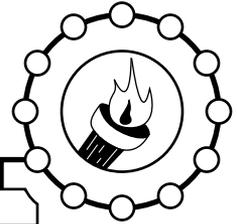
Large empty rectangular area for recording details about gems and art objects.



Form structure for Feats, including a top header box, a central input field, and a bottom input field.



Form structure for Notes, including a top header box, a central input field, and a bottom input field.



FEATS

Large empty rectangular area for recording details about feats.



NOTES

Large empty rectangular area for recording notes.