

WEAPON ATTACKS

	ATTACK	DAMAGE	TYPE
1			
2			
3			
4			



SPELL ATTACKS

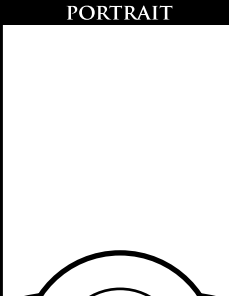
	ATTACK	DAMAGE
1		
2		
3		
4		

SPELLCASTING DETAILS

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



PORTRAIT



CLASS FEATURES

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RACIAL TRAITS

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CHARACTER NAME

Character name input field

ALIGNMENT RACE CLASS

Alignment, Race, and Class input fields

GENDER HAIR EYES SIZE HEIGHT WEIGHT

Gender, Hair, Eyes, Size, Height, and Weight input fields

EXPERIENCE LEVEL NEXT LEVEL

Experience, Level, and Next Level input fields

INITIATIVE SCORE STR MODIFIER LANGUAGES

Initiative, Score, Strength, Modifier, and Languages input fields

SPEED CON INT WIS VISION

Speed, Constitution, Intelligence, Wisdom, and Vision input fields



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

Prepared spells input area

COINAGE

COPPER	CP
SILVER	SP
ELECTRUM	EP
GOLD	GP
PLATINUM	PP

ARMOR CLASS

AC - NO ARMOR

PROFICIENCIES

Proficiency Bonus input field

SAVING THROWS

TOOLS

WEAPONS

ARMORS

SKILLS

- ACROBATICS
- ANIMAL HANDLING
- ARCANA
- ATHLETICS
- DECEPTION
- HISTORY
- INSIGHT
- INTIMIDATION
- MEDICINE
- NATURE
- PERCEPTION
- PERFORMANCE
- PERSUASION
- RELIGION
- SEARCH
- SLEIGHT OF HAND
- STEALTH
- SURVIVAL

EQUIPMENT



TREASURE



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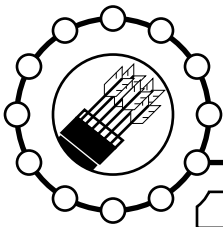


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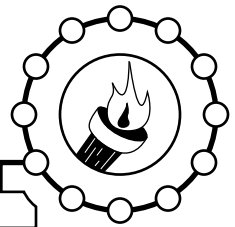
GEMS & ART OBJECTS



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Blank text box for feat entry 2.



FEATS

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NOTES

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BACKGROUND

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