

WEAPON ATTACKS

	ATTACK	DAMAGE	TYPE
1			
2			
3			
4			



SPELL ATTACKS

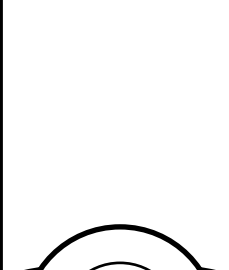
	ATTACK	DAMAGE
1		
2		
3		
4		
5		

SPELLCASTING DETAILS

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



PORTRAIT



CLASS FEATURES

Blank area for class features

RACIAL TRAITS

Blank area for racial traits



CHARACTER NAME

Character name field

ALIGNMENT RACE CLASS

Alignment, Race, Class fields

GENDER HAIR EYES SIZE HEIGHT WEIGHT

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

EXPERIENCE LEVEL NEXT LEVEL

Experience, Level, Next Level fields

INITIATIVE SCORE STR MODIFIER LANGUAGES

Initiative, Score, STR, Modifier, Languages fields

SPEED CON INT WIS VISION

Speed, CON, INT, WIS, Vision fields

DEX
CHA

CON
INT
WIS
CHA

INT
WIS
CHA

CHA

COINAGE

COPPER	CP
SILVER	SP
ELECTRUM	EP
GOLD	GP
PLATINUM	PP

ARMOR CLASS

Armor Class field with AC - NO ARMOR option

PROFICIENCIES

Proficiency Bonus 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

SPELLS

CANTRIPS

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

PREPARED SPELLS

Prepared spells list

HIT POINTS

TOTAL	REMAINING

HIT DICE

TOTAL	REMAINING

EQUIPMENT

TREASURE

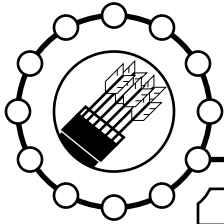


Equipment list with six horizontal input fields, each connected to a circular icon on the left.

GEMS & ART OBJECTS



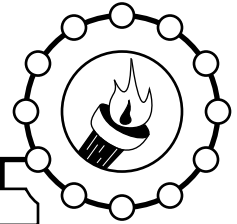
Large empty rectangular area for recording gem and art object details.



Form with a horizontal header bar and a rectangular input field below it.



Form with a horizontal header bar and a rectangular input field below it.



Form with a horizontal header bar and a rectangular input field below it.



FEATS

Large empty rectangular area for recording feats.



NOTES

Large empty rectangular area for recording notes.

BACKGROUND

Large empty rectangular area for recording background information.