

CHARACTER NAME

RACE

BACKGROUND

ALIGNMENT

EXPERIENCE POINTS

ELEMENTALIST

PRIME ELEMENT

PROFICIENCY

PASSIVE PERCEPTION

INSPIRATION

PASSIVE INSIGHT

STRENGTH

SAVING THROWS

ATHLETICS

DEXTERITY

SAVING THROWS

ACROBATICS

SLEIGHT OF HAND

STEALTH

CONSTITUTION

SAVING THROWS

INTELLIGENCE

SAVING THROWS

ARCANA

HISTORY

INVESTIGATION

NATURE

RELIGION

WISDOM

SAVING THROWS

ANIMAL HANDLING

INSIGHT

MEDICINE

PERCEPTION

SURVIVAL

CHARISMA

SAVING THROWS

DECEPTION

INTIMIDATION

PERFORMANCE

PERSUASION

AC

INITIATIVE

SPEED

Hit Point Maximum

Temporary Hit Points

HIT DICE

DEATH SAVED

NAME

ATK BONUS

DAMAGE/TYPE

SPELL ATTACK BONUS

SPELL SAVE DC

SPELLS SLOTS

ELEMENTAL STRIKE DAMAGE

FAVORITE SPELLS

SPELLS KNOWN

PRIME ELEMENT FEATURE

ELEMENTAL STRIKE

FIGHTING STYLE

ELEMENTAL BLAST

CONTROL STYLE

EXTRA ATTACK

SUFFUSED STRIKE

PRIME ELEMENT FEATURE

IMPROVED ELEMENTAL BLAST

CONTROL TECHNIQUE

IMPROVED SUFFUSED STRIKE

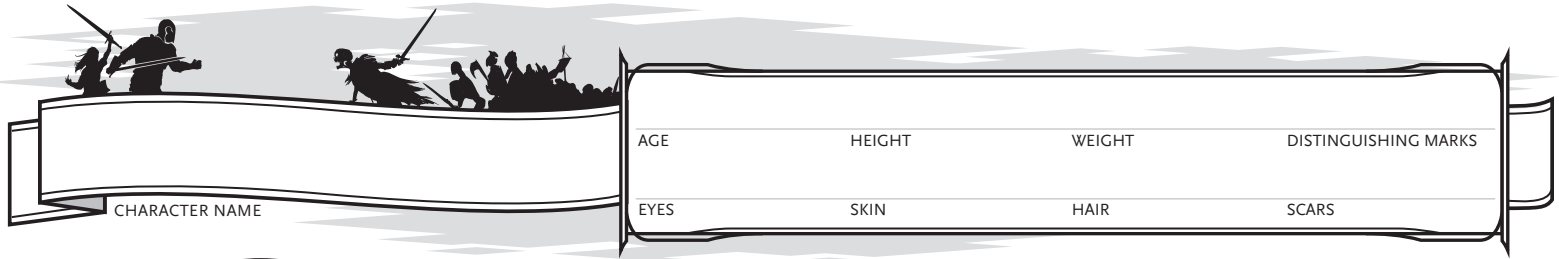
PRIME ELEMENT FEATURE

CONTROL ART

PRIME ELEMENT FEATURE

CONTROL MASTERY

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AGE	HEIGHT	WEIGHT	DISTINGUISHING MARKS
EYES	SKIN	HAIR	SCARS

Name _____	Attuned ○
Name _____	Attuned ○
Name _____	Attuned ○
Name _____	Attuned ○
Name _____	Attuned ○

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