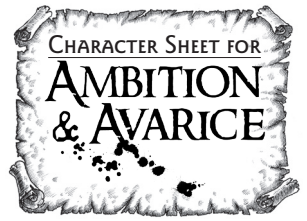


**Player:** \_\_\_\_\_  
**Character:** \_\_\_\_\_  
**Campaign:** \_\_\_\_\_

**Race:** \_\_\_\_\_  
**Class:** \_\_\_\_\_  
**Gender:** \_\_\_\_\_



IN SIX CHANCES

ATTRIBUTES    Mod

**Strength:** \_\_\_\_\_  
**Dexterity:** \_\_\_\_\_  
**Constitution:** \_\_\_\_\_  
**Intelligence:** \_\_\_\_\_  
**Wisdom:** \_\_\_\_\_  
**Charisma:** \_\_\_\_\_

SAVING THROWS

**Blast:** \_\_\_\_\_  
**Death:** \_\_\_\_\_  
**Paralysis:** \_\_\_\_\_  
**Poison:** \_\_\_\_\_  
**Reflex:** \_\_\_\_\_  
**Spells:** \_\_\_\_\_

DUNGEON THROWS

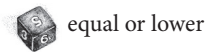
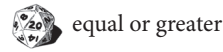
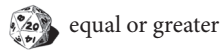
**Climb:** \_\_\_\_\_  
**Force:** \_\_\_\_\_  
**Locks:** \_\_\_\_\_  
**Notice:** \_\_\_\_\_  
**Sneak:** \_\_\_\_\_  
**Traps:** \_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_



CLASS FEATURES

**Expertise:** \_\_\_\_\_  
**Identify:** \_\_\_\_\_  
**Other:** \_\_\_\_\_

PROFICIENCIES

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

TO HIT BONUS

ARMOR CLASS

HIT POINTS



Infravision

LANGUAGES

EXPERIENCE POINTS

**Current:** \_\_\_\_\_  
**Next Level:** \_\_\_\_\_

MISCELLANEOUS NOTES

**Hit Die:** \_\_\_\_\_  
**Rest Die:** \_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

EQUIPMENT                    CP    SP    EP    GP    PP

KNOWN SPELLS

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

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\_\_\_\_\_

\_\_\_\_\_

	1st	2nd	3rd	4th	5th	6th	7th
<u>SPELLS PER DAY</u>							

MEMORIZED SPELLS

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

ENCUMBRANCE & SPEED

Status    Weight    Exploration    Combat    Sprint

\_\_\_\_\_