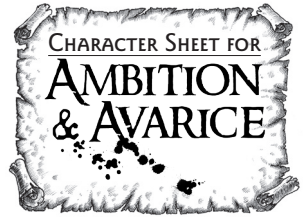


Player: \_\_\_\_\_  
Character: \_\_\_\_\_  
Campaign: \_\_\_\_\_

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: \_\_\_\_\_

+ modifier vs DC

equal or greater

equal or greater

equal or lower

CLASS FEATURES

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

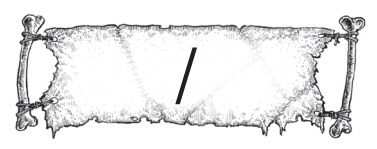
PROFICIENCIES

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

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

\_\_\_\_\_