

NAME:

ALIGNMENT:

PLAYER:

EXPERIENCE:

CLASS:

BASE ATTACK BONUS:

LEVEL:

INITIATIVE:

STRENGTH

melee to hit
melee damage

DEXTERITY

ranged to hit
armor class
initiative

CONSTITUTION

hit points per level

INTELLIGENCE

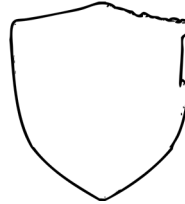
languages known

WISDOM

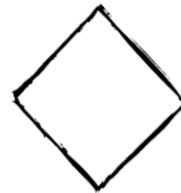
save vs mind control

CHARISMA

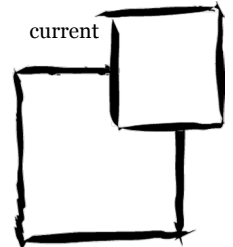
max # of allies



Armor Class



Fortune Points

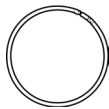


Hit Points

SKILLS:

CLASS ABILITIES:

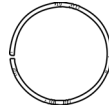
SAVING THROWS



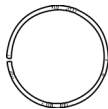
Poison



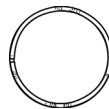
Breath Weapon



Polymorph



Spell



Magic Item

EQUIPMENT:

WEAPONS



to hit damage



to hit damage



to hit damage



to hit damage

HISTORY AND NOTES:

