

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

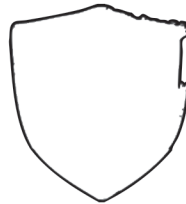
languages known

WISDOM

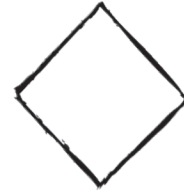
save vs mind control

CHARISMA

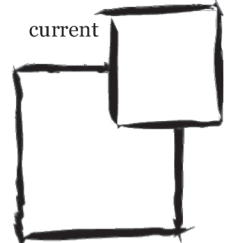
max # of allies



Armor Class



Fortune Points



Hit Points

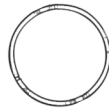
SKILLS:

CLASS ABILITIES:

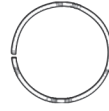
SAVING THROWS



Poison



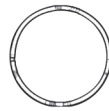
Breath Weapon



Polymorph



Spell



Magic Item

WEAPONS

\_\_\_\_\_

to hit      damage

\_\_\_\_\_

to hit      damage

\_\_\_\_\_

to hit      damage

\_\_\_\_\_

to hit      damage

EQUIPMENT:

HISTORY AND NOTES:



# TRAITS

## MAGIC

Cantrips:

Spells:

Rituals:

## ALLIES AND HENCHMEN

## EXPANDED NOTES AND HISTORY

## STASHED EQUIPMENT

## COMBAT STANCES

Normal Stance: *no change*

Aggressive Stance: *+2 to hit, -4 AC*

Defensive Stance: *+2 AC, -4 to hit*

Protective Stance: *+2 AC, may not attack,  
may take a hit for a friend*

Commanding Stance: *+6 to AC, may not attack,  
successful Charisma check gives  
all companions +2 to hit*

BEYOND THE WALL  
AND OTHER  
ADVENTURES