

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

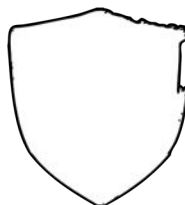
languages known

WISDOM

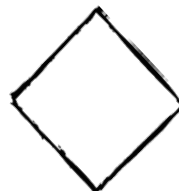
save vs mind control

CHARISMA

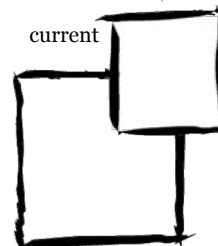
max # of allies



Armor
Class



Fortune
Points



Hit
Points

SKILLS:

CLASS ABILITIES:

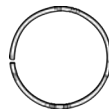
SAVING THROWS



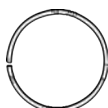
Poison



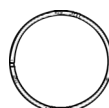
Breath
Weapon



Polymorph



Spell



Magic Item

EQUIPMENT:

WEAPONS

HISTORY AND NOTES:



to hit

damage



to hit

damage



to hit

damage



to hit

damage

BEYOND THE WALL
AND OTHER
ADVENTURES