

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

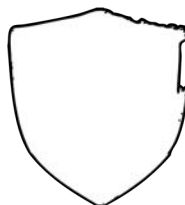
languages known

WISDOM

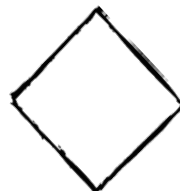
save vs mind control

CHARISMA

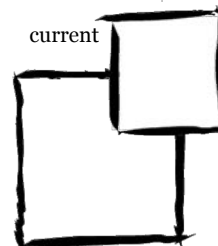
max # of allies



Armor  
Class



Fortune  
Points

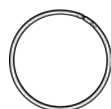


Hit  
Points

SKILLS:

CLASS ABILITIES:

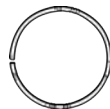
SAVING THROWS



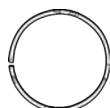
Poison



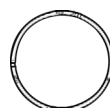
Breath  
Weapon



Polymorph



Spell



Magic Item

EQUIPMENT:

WEAPONS



to hit

damage



to hit

damage



to hit

damage



to hit

damage

HISTORY AND NOTES:

