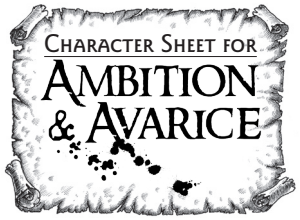
Player: _____ **Race:** _____

Character: _____ **Class:** _____

Campaign: _____ **Gender:** _____



Attributes		Mod	Saving Throws		Dungeon Throws	
Strength:			**Blast:**		**Climb:**	
Dexterity:			**Death:**		**Force:**	
Constitution:			**Paralysis:**		**Locks:**	
Intelligence:			**Poison:**		**Notice:**	
Wisdom:			**Reflex:**		**Sneak:**	
Charisma:			**Spells:**		**Traps:**	

+ modifier vs **DC** — equal or greater — equal or greater

In Six Chances

_____
_____
_____
_____
_____

equal or lower

Class Features

Expertise: _____

Identify: _____

Other: _____

Proficiences

_____
_____
_____

To Hit Bonus

Armor Class

Hit Points

Experience Points

Current: _____

Next Level: _____

Miscellaneous Notes

_____
_____

Infravision ☐

Hit Die: _____

Rest Die: _____

Languages

_____
_____

Equipment

	CP	SP	EP	GP	PP

Known Spells

_____
_____
_____
_____
_____

Spells Per Day	*1st*	*2nd*	*3rd*	*4th*	*5th*	*6th*	*7th*

Memorized Spells

_____
_____
_____
_____
_____

Encumbrance & Speed

Status	Weight	Exploration	Combat	Sprint