Player:
Character: Saemon Greel
Campaign:

Race: Halfling
Class: Shaman
Gender: Male

Character Sheet for Ambition & Avarice

Attributes		Mod
Strength:	9	+0
Dexterity:	13	+1
Constitution:	11	+0
Intelligence:	10	+0
Wisdom:	16	+2
Charisma:	7	-1

+ modifier vs **DC**

Saving Throws	
Blast:	12+
Death:	9+
Paralysis:	11+
Poison:	10+
Reflex:	9+
Spells:	11+

equal or greater

Dungeon Throws	
Climb:	17+
Force:	17+
Locks:	17+
Notice:	17+
Sneak:	14+
Traps:	17+

equal or greater

In Six Chances

equal or lower

Class Features		Proficiences
Expertise:	Remedy	Club, Quarterstaff
Identify:	Disease	Sling, Spear
Other:		

To Hit Bonus: +0

Armor Class: 12

Hit Points: 4 / 4

Experience Points	
Current:	0
Next Level:	1,000

Miscellaneous Notes: +1 AC from Race

Infravision ☐

Hit Die:	d4
Rest Die:	1d8

Languages: Common, Halfling

Equipment

CP	SP	EP	GP	PP
	197			

Belt Pouch for coins :

Spear (1d8, +2 to-hit and damage vs mounted opponent)
Studded Leather Armor (+2 AC, +2 Sneak)

Backpack : 2 flasks of acid, 2 bags of caltrops, manacles, 2 flasks of Jellied Oil, Flint & Steel, 5 days of rations

Known Spells

Blink, Dragon's Breath, Shadow Walk

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

Memorized Spells

Encumbrance & Speed

Status	Weight	Exploration	Combat	Sprint
Light	32	240	56	168