

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

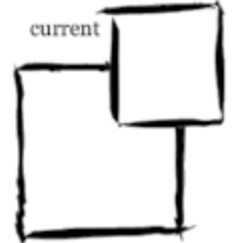
max # of allies



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*