



NAME

ALIGNMENT

PLAYER

EXPERIENCE

CLASS

LEVEL

STRENGTH

Melee to Hit
Melee Dmg

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

Base
Attack
Bonus

Initiative

SKILLS

CLASS ABILITIES

EQUIPMENT

HISTORY & NOTES

SAVING THROWS



Poison



Breath
Weapon



Polymorph



Spell



Magic Item

WEAPONS

Weapon

To Hit

Damage



TRAITS

MAGIC

CANTRIPS

SPELLS

RITUALS

ALLIES & HENCHMEN

EXPANDED NOTES & HISTORY

STASHED EQUIPMENT

COMBAT STANCES

Normal Stance	<i>no change</i>
Aggressive Stance	<i>+2 to hit, -4 AC</i>
Defensive Stance	<i>+2 AC, -4 to hit</i>
Protective Stance	<i>+2 AC, may not attack, may take a hit for a friend</i>
Commanding Stance	<i>-6 AC, may not attack, successful Charisma check gives all companions +2 to hit</i>

