

D*elving D*eeper

PLAYER _____

NAME _____

RACE & CLASS _____

ALIGN _____ LEVEL _____ XP _____ XP Adj. _____ %

STR ☐ Listen _____ INT ☐ Open Door _____ WIS ☐ Find Secret Door _____ ☐ Find Traps _____ DEX ☐ RETAINERS / REACTION _____ Max. Retainers _____ CON ☐ Loyalty Adj. _____ CHR ☐ Reaction Adj. _____	HIT POINTS Max. HP _____ Hit Dice _____ HP Adj. _____ Shock _____ % MOVEMENT Scale Rate _____ Explore - Rate x 20' Running - Rate x 40' Combat - Rate x 4'
--	--

LANGUAGES _____

COMBAT	WEAPONS	ARMOR
Surprise _____		Armor Class _____
Initiative _____		Type _____
Missiles _____		Shield ☐
Damage _____		Helmet ☐

Poison	Wands & Rays	Petrification & Paralysis	Breath Weapons	Spells
☐	☐	☐	☐	☐

Attack Roll								
AC	9	8	7	6	5	4	3	2

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STR ☐ Listen _____ INT ☐ Open Door _____ WIS ☐ Find Secret Door _____ ☐ Find Traps _____ DEX ☐ → RETAINERS / REACTION ← Max. Retainers _____ CON ☐ Loyalty Adj. _____ CHR ☐ Reaction Adj. _____	HIT POINTS Max. HP _____ Hit Dice _____ HP Adj. _____ Shock _____ % → MOVEMENT ← Scale Rate _____ Explore - Rate x 20' Running - Rate x 40' Combat - Rate x 4'
--	--

LANGUAGES _____

→ COMBAT ←	→ WEAPONS ←	→ ARMOR ←
Surprise _____	_____	Armor Class _____
Initiative _____	_____	Type _____
Missiles _____	_____	Shield ☐ _____
Damage _____	_____	Helmet ☐ _____

→ SAVING THROWS →

Poison	Wands & Rays	Petrification & Paralysis	Breath Weapons	Spells
☐	☐	☐	☐	☐

Attack Roll								
AC	9	8	7	6	5	4	3	2

HD 1/2 1 2 3 4 5 6 7

→SPECIAL ABILITIES / NOTES→

→SPELLS / MAGIC ITEMS→

COIN & GEMS
lb. _____
Total Load (lb) _____ Enc. ☐
12' ☐ 9' ☐ 6' ☐ 3' ☐
→ENCUMBRANCE→

→EQUIPMENT→

HD 1/2 1 2 3 4 5 6 7

→SPECIAL ABILITIES / NOTES→

→SPELLS / MAGIC ITEMS→

COIN & GEMS
lb. _____
Total Load (lb) _____ Enc. ☐
12' ☐ 9' ☐ 6' ☐ 3' ☐
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→EQUIPMENT→