

hit points

Max

NAME:

CLASS:

CLASS Die:

RELIGION:

LANGUAGES:

BACKGROUND:

2. Arms	1. Head	5-6. Shield
ARMOUR CLASS		
3. Legs	4. Torso	Misc.

STRENGTH

MOD	SKILL	SAVE
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DEXTERITY

MOD	SKILL	SAVE
-----	-------	------

CONSTITUTION

MOD	SKILL	SAVE
-----	-------	------

INTELLIGENCE

MOD	SKILL	SAVE
-----	-------	------

WISDOM

MOD	SKILL	SAVE
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CHARISMA

MOD	SKILL	SAVE
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ATTACK BONUS	Melee	SPECIAL
	RANGED	
WEAPON		
WEAPON		
WEAPON		

POWERS & ABILITIES

MISC GEAR AND TREASURE

BACKPACK

(STR score) large items can be carried

1.

2.

3.

4.

5.

6.

7.

8.

9.

10.

11.

12.

13.

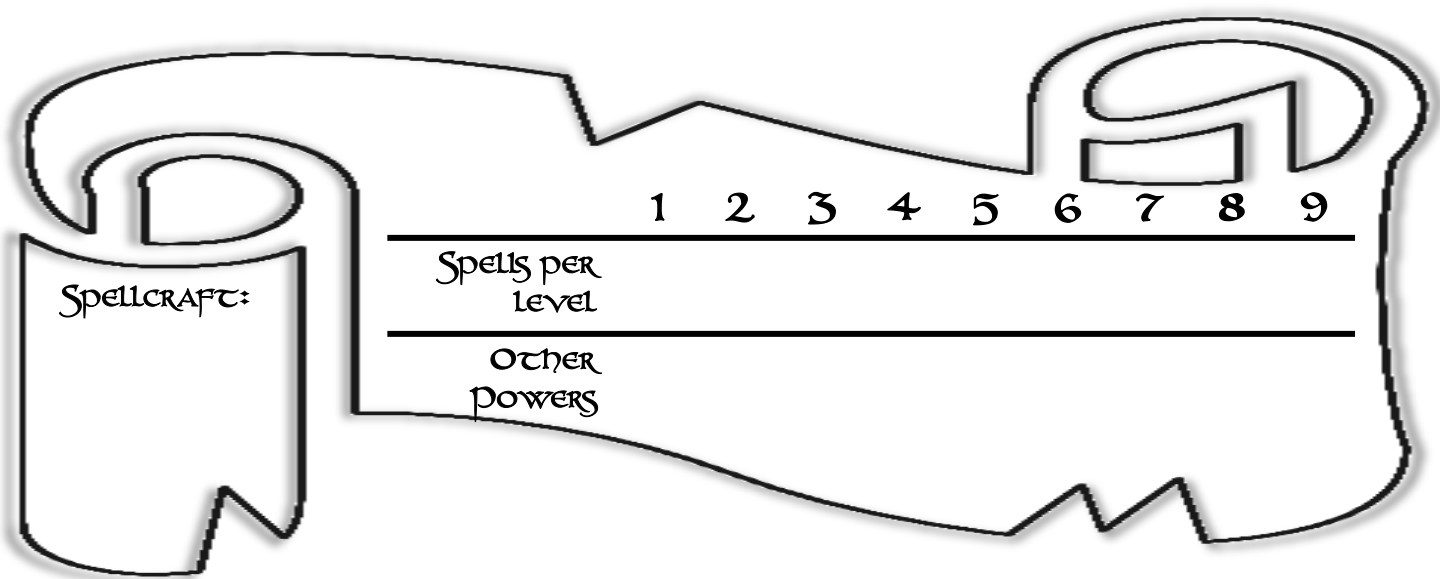
14.

15.

16.

17.

18.



SPELLCRAFT:

1 2 3 4 5 6 7 8 9

Spells per
level

Other
Powers

level one Spells

level two Spells

level three Spells

level four Spells

level five Spells

level six Spells

level seven Spells

level eight Spells

level nine Spells