

# DICE & DRAGONS

CHARACTER NAME



WIZARD

Org Now

ARMOR CLASS

Max Now

HIT POINTS

Lvl.

Exp.

Gold

INT  
4

ITEM #1

ITEM #2

STRIKE

5 HP

MAGIC BOLT

4 HP

FIREBALL

6 HP

LIGHTNING STORM

7 HP

SHIELD

+2 AC

CRITICAL HIT

7 HP

# DICE & DRAGONS

CHARACTER NAME



ROGUE

Org Now

ARMOR CLASS

Max Now

HIT POINTS

Lvl.

Exp.

Gold

INT  
1

ITEM #1

ITEM #2

STRIKE						5 HP
STAB						4 HP
FLANKING STRIKE						6 HP
SNEAK ATTACK						6 HP
SUDDEN DEATH				=	=	7 HP
CRITICAL HIT						8 HP

# DICE & DRAGONS

CHARACTER NAME



CLERIC

Org Now

ARMOR CLASS

Max Now

HIT POINTS

Lvl.

Exp.

Gold

INT  
6

ITEM #1

ITEM #2

HOLY STRIKE

5 HP

BLESSING

Re-Roll

SMITE

4 HP

HEALING HANDS

+6 HP

HOLY STORM

7 HP

SHIELD

+2 AC

Empty slot

Empty slot

# DICE & DRAGONS

CHARACTER NAME



RANGER

Org Now

ARMOR CLASS

Max Now

HIT POINTS

Lvl.

Exp.

Gold

INT  
2

ITEM #1

ITEM #2

WILD STRIKE						5 HP
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ACCURATE SHOT						4 HP
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DUAL SHOT						7 HP
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CROSSFIRE						9 HP
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PIN DOWN						-1AC
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CRITICAL HIT						7 HP
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# DICE & DRAGONS

CHARACTER NAME



Org Now

ARMOR CLASS

Max Now

HIT POINTS

Lvl.

Exp.

Gold

INT  
5

ITEM #1

ITEM #2

STRIKE

5 HP

SLASH

4 HP

SMASHING BLOW

6 HP

SAVAGE ATTACK

9 HP

PARRY

+2 AC

CRITICAL HIT

7 HP