

CHARACTER NAME AND RANK

CLASS

DEITY:

RACE

ALIGNMENT

LANGUAGES

MOVEMENT

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EXP:

EXP. NEXT LVL:

LEVEL EXPERIENCE

ATTRIBUTES (ATTRIBUTE CHECK = D20 + LVL + MOD)

P	SCORE	CATEGORY	MOD
☐ STR STRENGTH		PARALYSIS & CONSTRICTION	
☐ DEX DEXTERITY		BREATH WEAPON & TRAPS	
☐ CON CONSTITUTION		DISEASE, ENERGY DRAIN, & POISON	
☐ INT INTELLIGENCE		ARCANE MAGIC & ILLUSION	
☐ WIS WISDOM		CONFUSION, DIVINE MAGIC, GAZE ATTACK, PETRIFICATION, POLYMORPH	
☐ CHA CHARISMA		DEATH ATTACK, CHARM, & FEAR	


$$AC = 10 +$$

HP

HP

DAMAGE:

ARMOR WORN: _____

 SHIELD: _____ HELM: _____

HITS POINTS BY LEVEL (INCLUDES CONSTITUTION BONUS)

1st	2nd	3rd	4th	5th	6th	7th	8th	9th	10th	11th	12th	13th	14th	15th

WEAPONS										DMG									
BtH		MOD		MISC		MAGIC		TOTAL		MOD		MISC		MAGIC		TOTAL			
		+		+		+		=			+		+		+		=		
NOTES:										NOTES:									
		+		+		+		=			+		+		+		=		
NOTES:										NOTES:									
		+		+		+		=			+		+		+		=		
NOTES:										NOTES:									
		+		+		+		=			+		+		+		=		
NOTES:										NOTES:									
		+		+		+		=			+		+		+		=		
NOTES:										NOTES:									

CLASS ABILITIES

[illegible]

HOLY SYMBOL

TURN UNDEAD

TURNING CHECK

TURNED

WISD12+CHA MOD

RACE ABILITIES

[illegible]

SPELLS

LEVEL	# SPELLS	BONUS SPELLS	TOTAL
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0		+		≈	
1ST		+		≈	
2ND		+		≈	
3RD		+		≈	
4TH		+		≈	
5TH		+		≈	
6TH		+		≈	
7TH		+		≈	
8TH		+		≈	
9TH				≈	

POSSESSIONS

ITEM	EN	ITEM	EN	ITEM	EN

AMMUNITION

ARROWS/
BOLTS

STONES/
OTHER

VICTUALS

FOOD

WATER

COIN

PLATINUM

GOLD

SILVER

COPPER

SPELLS/MAGIC ITEMS/SCROLLS/POTIONS		
/	/	/
/	/	/
/	/	/
/	/	/
/	/	/
/	/	/
/	/	/
/	/	/
/	/	/
/	/	/
/	/	/
/	/	/
/	/	/
/	/	/
/	/	/

MAGIC ITEMS & TREASURE (CONTINUED)

HORSE/ANIMAL COMPANION/FAMILIAR

NAME

AC

MOVE

SAVES

HP

DAMAGE

TYPE

NOTES

ENCUMBRANCE

TOTAL

PENALTY

MOVE

ATTRIBUTE CHECK

ARMOR CLASS

DESCRIPTION/PERSONALITY/BACKGROUND

HEIGHT

SEX

HAIR

WEIGHT

AGE

EYES

PLACE OF ORIGIN

NOTES/SCARS/ETC

DESCRIPTION:

PERSONALITY:

BACKGROUND: