



RACE:

CLASS:

ARMOR CLASS

ARMOR EQUIPPED

HIT POINTS

WOUNDS

STRENGTH

ATTACK, DAMAGE
& OPEN DOORS

ATTACK
BONUS

STRENGTH
PLUS CLASS BONUS

PRIMARY WEAPON

HIT BONUS

DAMAGE

INTELLIGENCE

LANGUAGE(S)

LEVEL

XP Next Lvl:

SECONDARY WEAPON

HIT BONUS

DAMAGE

AMMO

CHARACTER'S NAME

WISDOM

SAVING THROW
VS SPELLS

SAVING THROWS

DEATH RAY
OR POISON

MAGIC WANDS

PARALYSIS
OR TURN TO STONE

DRAGON BREATH

RODS, STAVES
AND SPELLS

DEXTERITY

MISSILE ATTACK ROLL
& AC ADJUSTMENT

CONSTITUTION

HIT POINTS
PER LEVEL

MONEY AND TREASURE

PP:

GP:

SP:

CP:

TOTAL VALUE

CHARISMA

REACTION
ADJUSTMENT

LANGUAGES & SPECIAL ABILITIES

