

Player's Name \_\_\_\_\_ Race \_\_\_\_\_ Sex \_\_\_\_\_

Character's Name \_\_\_\_\_ Age \_\_\_\_\_ Class & Level \_\_\_\_\_

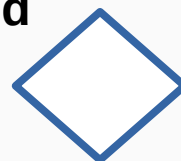
DM & Campaign

Sketch or Symbol

Saving Throws

Roll Mod

Death / Poison



Magic Wands



Paralysis / Petrify



Dragon Breath



Spells



Modifier



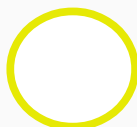
Strength



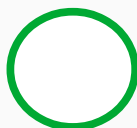
Dexterity



Constitution



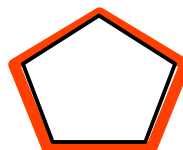
Intelligence



Wisdom



Charisma



Attack  
Bonus

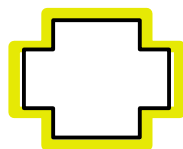
Move



Initiative  
Mod



AC



HP

Armor

Experience

Shield

Next Level

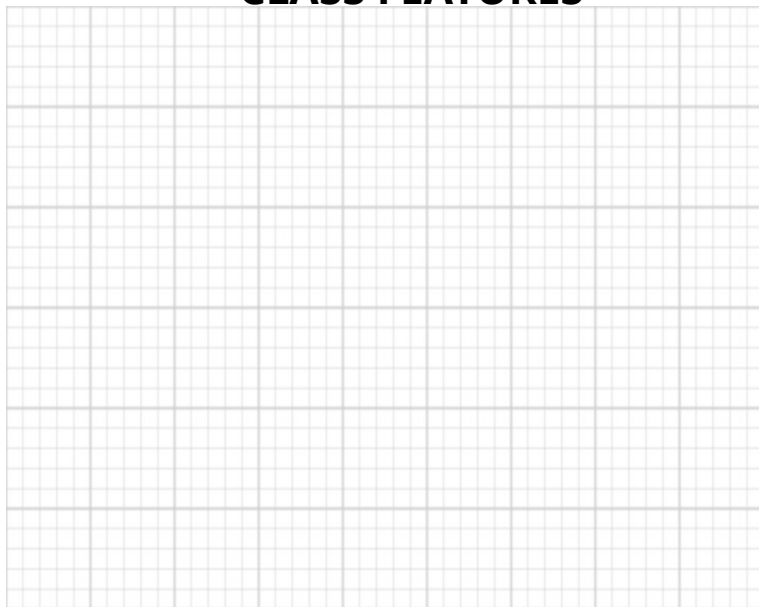
Rear

Condition

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WEAPONS & C			
Weapon	AB	Damage	Range

# CLASS FEATURES

A large grid of graph paper for taking notes, consisting of 20 columns and 15 rows of small squares. The grid is light gray and occupies the majority of the page below the title.

## WEALTH & MISCELLANEOUS NOTES



A large grid of graph paper for taking notes, consisting of 20 columns and 20 rows of small squares.

Weapon	AB	Damage	Range	Special	Ammo	Weight

Revision 20200227n by W.A. Hawkes-Robinson

Character: \_\_\_\_\_

Skill	%
Open Locks	_____
Remove Traps	_____
Pick Pockets	_____
Move Silently	_____
Climb Walls	_____
Hide	_____
Listen	_____
_____	_____
_____	_____
_____	_____

## TURN UNDEAD

Creature	Roll
1 HD / Skeleton	_____
2 HD / Zombie	_____
3 HD / Ghoul	_____
4 HD / Wight	_____
5 HD / Wraith	_____
6 HD / Mummy	_____
7 HD / Spectre	_____
8 HD / Vampire	_____
9+ HD / Ghost	_____
_____	_____

## SPELLS / SPECIAL ABILITIES

- .
1. \_\_\_\_\_
2. \_\_\_\_\_
3. \_\_\_\_\_
4. \_\_\_\_\_
5. \_\_\_\_\_
6. \_\_\_\_\_
- .
- .
- .