


















Player _____
Name _____
Title _____
Race _____
Class _____
Alignment _____
Level _____

Languages

Ability Scores & Modifiers

Strength  
 Constitution  
 Dexterity  
 Intelligence  
 Wisdom  
 Charisma  

Saving Throws

*Death Ray
or Poison* 
Magic Wands 
*Paralysis or
Turn to Stone* 
Dragon Breath 
*Rods, Staves
and Spells* 

Portrait

Experience Points

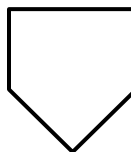
XP needed for Next Level: _____



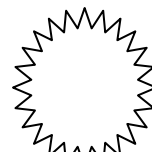
**Total
Hit Points**



**Current
Hit Points**



**Armor
Class**



Initiative



Speed

Treasure & Money

Gold _____

Silver _____

Copper _____

Armor and Apparel

Weapons

Spells

Equipment & Magic Items

Thief Skills

Open Locks []
 Remove Traps []
 Pick Pockets []
 Move Silently []
 Climb Walls []
 Hide []
 Listen []

Turn Undead

Skeleton ()
Zombie ()
Ghoul ()
Wight ()
Wraith ()
Mummy ()
Spectre ()
Vampire ()

