



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

WISDOM

SAVING THROW VS SPELLS

SAVING THROWS

DEATH RAY OR POISON

MAGIC WANDS

PARALYSIS OR TURN TO STONE

DRAGON BREATH

RODS, STAVES AND SPELLS

AMMO

[Grid of 20 small boxes for ammo tracking]

DEXTERITY

MISSILE ATTACK ROLL & AC ADJUSTMENT

CONSTITUTION

HIT POINTS PER LEVEL

CHARISMA

REACTION ADJUSTMENT

MONEY AND TREASURE

PP: []

GP: []

SP: []

CP: []

TOTAL VALUE

CHARACTER'S NAME

LANGUAGES & SPECIAL ABILITIES

[Lined area for notes]

[Large grid area for notes]