

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 

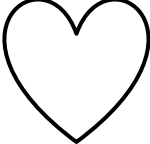

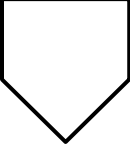
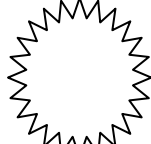

Dragon Breath 

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 ()

