

**Player** \_\_\_\_\_

**Name** \_\_\_\_\_

**Title** \_\_\_\_\_

**Race** \_\_\_\_\_



**Class** \_\_\_\_\_



**Alignment** \_\_\_\_\_



**Level** \_\_\_\_\_



**Languages**



**Ability Scores & Modifiers**

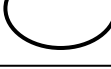

Strength  

Constitution  


Dexterity  


Intelligence  


Wisdom  


Charisma  


**Saving Throws**

*Death Ray or Poison* 

*Magic Wands* 

*Paralysis or Turn to Stone* 

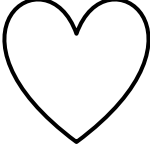

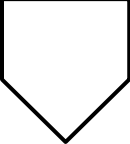
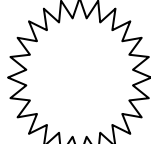

*Dragon Breath* 

*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* (    )

