

Adventurer's Name:

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|--------------|--|--------------|--|--------------|--|
| Armor Class | | Hit Points | | Saving Throw | |
| Class | | Speed | | XP | |
| Level | | Race | | Alignment | |
| Strength | | Dexterity | | Constitution | |
| Intelligence | | Wisdom | | Charisma | |
| Gold | | Spell Levels | | | |
| Bonuses | +0/+0, Missile +0, AC -0, HP +0, Languages, Hirelings and Racial | | | | |

| Weapon/ Magic Item | Attack Bonuses | Charges and Features |
|--------------------|----------------|----------------------|
| Heavy Mace | | |
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| Equipment | Equipment |
|-----------------------|-------------------|
| Clothing | Rations |
| Canteen | Caltrops (20) |
| Vials: Holy Water (2) | Holy Symbol |
| Oil (3) | Shield |
| Rope 50' | Lantern |
| Tinderbox | Stake, Wooden (2) |
| Backpack | Torches (3) |
| Tent for 6 | Prayer Book |
| Mirror | Cooking Utensils |

| Climb | Delicate | Hear | Hide | Move | Open Locks |
|-------|----------|------|------|------|------------|
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| Spell | Level | Spell | Level | Spell | Level |
|--------------|-------|-------------|-------|--------|-------|
| Create Water | 1 | Hold Person | 2 | Prayer | 3 |
| Cure Light | 1 | Resist Fire | 2 | | |
| Light | 1 | | | | |

| Skill | Level | Skill | Level | Skill | Level |
|-------|-------|-------|-------|-------|-------|
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| Skill | Level | Skill | Level | Skill | Level |
|-------|-------|-------|-------|-------|-------|
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| Languages | | |
|-----------------------|-----------------------|--------|
| Common Tongue | Dwarven | Elvish |
| Giantish (inc. Ogres) | Goblinoid (inc. Orcs) | |
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| Treasures | | |
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