

CHARACTER RECORD

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PLAYER'S NAME

NAME

RACE & CLASS

STR \_\_\_\_\_ ALIGNMENT \_\_\_\_\_

INT \_\_\_\_\_

WIS \_\_\_\_\_ LEVEL \_\_\_\_\_ XP \_\_\_\_\_

DEX \_\_\_\_\_

CON \_\_\_\_\_ HP \_\_\_\_\_ MOVE \_\_\_\_\_

CHA \_\_\_\_\_



COMBAT



ARMOR \_\_\_\_\_

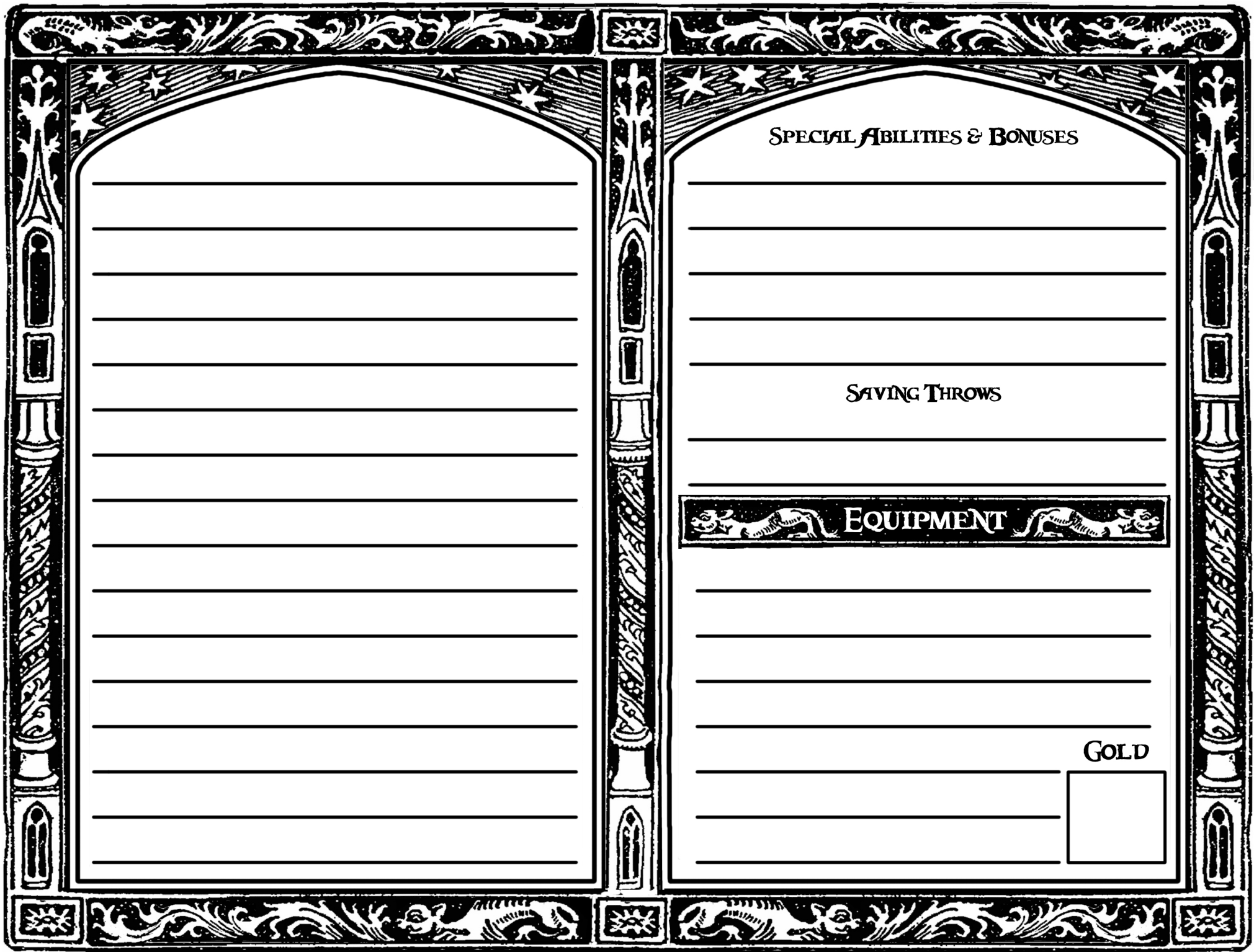
ATTACK

AC



WEAPONS \_\_\_\_\_

A large, empty arched area on the right side of the page, containing ten horizontal lines for notes or additional character information.



A large, empty, arched rectangular area with horizontal lines, intended for writing.

SPECIAL ABILITIES & BONUSES

Five horizontal lines for writing under the 'SPECIAL ABILITIES & BONUSES' header.

SAVING THROWS

Two horizontal lines for writing under the 'SAVING THROWS' header.

EQUIPMENT

Five horizontal lines for writing under the 'EQUIPMENT' header.

GOLD

A small, empty square box for recording gold values.

LANGUAGES

DESCRIPTION & HISTORY

