

CHARACTER NAME AND RANK

CLASS

DEITY:

RACE

DISPOSITION

LANGUAGES

MOVEMENT

10

EXP:

EXP. NEXT LVL:

LEVEL EXPERIENCE

ATTRIBUTES (ATTRIBUTE CHECK = D20 + LVL + MOD)

P	SCORE	CATEGORY	MOD
<input type="radio"/> STR STRENGTH	<input type="text"/>	PARALYSIS & CONSTRICTION	<input type="text"/>
<input type="radio"/> DEX DEXTERITY	<input type="text"/>	BREATH WEAPON & TRAPS	<input type="text"/>
<input type="radio"/> CON CONSTITUTION	<input type="text"/>	DISEASE, ENERGY DRAIN, & POISON	<input type="text"/>
<input type="radio"/> INT INTELLIGENCE	<input type="text"/>	ARCANE MAGIC & ILLUSION	<input type="text"/>
<input type="radio"/> WIS WISDOM	<input type="text"/>	CONFUSION, DIVINE MAGIC, GAZE ATTACK, PETRIFICATION, POLYMORPH	<input type="text"/>
<input type="radio"/> CHA CHARISMA	<input type="text"/>	DEATH ATTACK, CHARM, & FEAR	<input type="text"/>


$$AC = 10 +$$

HP

HP

DAMAGE:

ARMOR WORN: _____

 SHIELD: _____ HELM: _____

HITS POINTS BY LEVEL (INCLUDES CONSTITUTION BONUS)

1st	2nd	3rd	4th	5th	6th	7th	8th	9th	10th	11th	12th	13th	14th	15th

WEAPONS		BTH		MOD		MISC		MAGIC		TOTAL		DMG		MOD		MISC		MAGIC		TOTAL	
			+		+		+		=				+		+		+		=		
NOTES:											NOTES:										
			+		+		+		=				+		+		+		=		
NOTES:											NOTES:										
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NOTES:											NOTES:										
			+		+		+		=				+		+		+		=		
NOTES:											NOTES:										

CLASS ABILITIES

[illegible]

HOLY SYMBOL

TURN UNDEAD

TURNING CHECK

TURNED

WIS

D12+CHA MOD

RACE ABILITIES

[illegible]

SPELLS

LEVEL	# SPELLS	BONUS SPELLS	TOTAL
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0		+		=	
1ST		+		=	
2ND		+		=	
3RD		+		=	
4TH		+		=	
5TH		+		=	
6TH		+		=	
7TH		+		=	
8TH		+		=	
9TH				=	

POSSESSIONS

ITEM	EN	ITEM	EN	ITEM	EN

AMMUNITION

ARROWS/
BOLTS

STONES/
OTHER

<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>

VICTUALS

FOOD

WATER

<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
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<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>

COIN

PLATINUM

GOLD

SILVER

COPPER

<input type="checkbox"/>
<input type="checkbox"/>
<input type="checkbox"/>
<input type="checkbox"/>

SPELLS/MAGIC ITEMS/SCROLLS/POTIONS		
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
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MAGIC ITEMS & TREASURE (CONTINUED)

HORSE/ANIMAL COMPANION/FAMILIAR NAME

AC ☐ MOVE ☐ SAVES ☐ HP ☐ DAMAGE ☐

TYPE ☐ NOTES ☐

ENCUMBRANCE

TOTAL ☐

PENALTY ☐

MOVE ☐

ATTRIBUTE CHECK ☐

ARMOR CLASS ☐

DESCRIPTION/PERSONALITY/BACKGROUND

HEIGHT ☐ SEX ☐ HAIR ☐

WEIGHT ☐ AGE ☐ EYES ☐

PLACE OF ORIGIN ☐

NOTES/SCARS/ETC ☐

DESCRIPTION:

PERSONALITY:

BACKGROUND: