NAME _____

CLASS _____

RACE _____ AGE _____

ALIGNMENT _____

EXPERIENCE _____

HIT POINTS

ARMOR CLASS

LEVEL _____

ABILITIES

STR _____ _____
HIT / DMG / MIN / MAJ

DEX _____ _____
SURPRISE / HIT / AC

CON _____ _____
HP / RESURRECT / SHOCK

INT _____ _____
ADD. LANGUAGES

WIS _____ _____
MENTAL SAVE BONUS

CHA _____ _____
HENCH / LOYAL / REACT

SAVING THROWS

MAGIC ITEMS _____

BREATH WEAPONS _____

DEATH, PARALYSIS, POISON _____

PETRIFICATION, POLYMORPH _____

SPELLS _____

WEAPON	DAMAGE	RANGE

ROLL REQUIRED TO HIT ARMOR CLASS

-10	-9	-8	-7	-6	-5	-4	-3	-2	-1	0	1	2	3	4	5	6	7	8	9	10

EQUIPMENT

NOTES

WEALTH

Name _____ Race _____

Class _____ Level _____

Alignment _____ hit Points _____

Experience _____ Armor Class _____

ABILITIES

Strength _____ _____
hIT / Dmg / Min / Maj

Dexterity _____ _____
Surprise / hit / AC

Constitution _____ _____
hP / Res / Shock

Intelligence _____ _____
Languages

Wisdom _____ _____
Mental Save Bonus

Charisma _____ _____
hench / Loyal / React

TO hIT AC	Roll
10	
9	
8	
7	
6	
5	
4	
3	
2	
1	
0	
-1	
-2	
-3	
-4	
-5	
-6	
-7	
-8	
-9	
-10	

SAVING ThROWS

Magic Items _____

Breath Weapons _____

Death, Paralysis, Poison _____

Petrification, Polymorph _____

Spells _____

NAME _____

CLASS _____

RACE _____ AGE _____

ALIGNMENT _____

EXPERIENCE _____

HIT POINTS

ARMOR CLASS

LEVEL _____

ABILITIES

STR _____ _____
HIT / DMG / MIN / MAJ

DEX _____ _____
SURPRISE / HIT / AC

CON _____ _____
HP / RESURRECT / SHOCK

INT _____ _____
ADD. LANGUAGES

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MENTAL SAVE BONUS

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EQUIPMENT

NOTES

WEALTH