Character Name Race_____ Alignment_____ Player Name
Class_____ Age_____
Level_____ Sex_____

Description

Movement Rate

Ability Scores

score   modifier

Strength   ⬡   ◯

Dexterity   ⬡   ◯

Constitution ⬡   ◯

Intelligence ⬡   ◯

Wisdom   ⬡   ◯

Charisma   ⬡   ◯

Attack Bonus

Melee Attacks

Ranged Attacks

Initiative

Armor Class

armor worn

Hit Dice

max.

Hit Points

Equipment

Attacks

Weapon	Ability Mod.	Attack Bonus	Other Mods.	Total To-Hit Bonus	Damage

Saving Throws

◯ death ray/ poison

◯ magic wands

◯ paralysis/ petrify

◯ dragon breath

◯ spells

Special Abilities

Languages:

XP

next level goal:

Treasure

1st Level Spells

Spell Slots

2nd Level Spells

Spell Slots

3rd Level Spells

Spell Slots

4th Level Spells

Spell Slots

5th Level Spells

Spell Slots

6th Level Spells

Spell Slots

7th Level Spells

Spell Slots

8th Level Spells

Spell Slots

9th Level Spells

Spell Slots

Notes

Scrolls, Potions, etc.

Session Date	Location(s)	Persons Met	Major Events