

Player				Weapon	Damage	Armor	Bonus
Character				_____	_____	_____	_____
Class		Level	Saving Throw		_____	_____	_____
_____		_____	_____		_____	_____	_____
XP	Current		Next Level	Bonus		_____	_____
_____	_____		_____	_____		_____	_____
HP	Maximum	Current	AC	_____			
_____	_____	_____	_____	_____			
STR	Bonus To Hit _____		Damage Bonus _____		HENCHMEN & HIRELINGS NAME _____ AC _____ HP _____ SAVE _____ MOVE _____ WEAPONS & EQUIPMENT _____ _____ _____ NAME _____ AC _____ HP T _____ SAVE _____ MOVE _____ WEAPONS & EQUIPMENT _____ _____ NAME _____ AC _____ HP _____ SAVE _____ MOVE _____ WEAPONS & EQUIPMENT _____ _____ NAME _____ AC _____ HP _____ SAVE _____ MOVE _____ WEAPONS & EQUIPMENT _____ _____ NAME _____ AC _____ HP _____ SAVE _____ MOVE _____ WEAPONS & EQUIPMENT _____ _____ NAME _____ AC _____ HP _____ SAVE _____ MOVE _____ WEAPONS & EQUIPMENT _____ _____ NAME _____ AC _____ HP _____ SAVE _____ MOVE _____ WEAPONS & EQUIPMENT _____ _____		
DEX	Missile Bonus _____		AC Bonus _____				
CON	HP Bonus Per Level _____		Hit Die _____				
INT	# of Languages _____		Bonus Spells _____				
WIS	_____		_____				
CHA	Maximum # of Hirelings _____		_____				
Equipment Worn			Equipment Carried				
_____			_____				
_____			_____				
_____			_____				
_____			_____				
_____			_____				
_____			_____				
_____			_____				
_____			_____				
_____			_____				
_____			_____				
_____			_____				
Magic Items			_____				
_____			_____				
_____			_____				
_____			_____				
_____			_____				
_____			_____				
_____			_____				
_____			_____				
_____			_____				
_____			_____				
Movement Rates			_____				
Dungeon		Wilderness		NAME _____			
Careful _____	Hiking _____		AC _____ HP _____ SAVE _____ MOVE _____				
Walking _____	Forced March _____		WEAPONS & EQUIPMENT _____				
Running _____	Combat _____		_____				
Combat _____	_____		_____				