



CAMPAIGN _____

DUNGEON MASTER _____

ADVENTURE DATE(S) _____

CHARACTER _____ PLAYER _____

CLASS _____ LEVEL _____

RACE _____ ALIGNMENT _____

FELLOW ADVENTURERS

NAME	RACE/CLASS	HD/LVL	NOTES

SPILLS MEMORIZED

SPELL SAVE DC BASE

ARCANE SPELLS	<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"/>
	0	1ST	2ND	3RD	4TH	5TH	6TH	7TH	8TH	9TH
DIVINE SPELLS	<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"/>

MAGIC ITEMS

ITEM	DESCRIPTION	CHARGES/AMOUNT

ARMOR

CLASS _____

AC WHEN FLAT-FOOTED

AC VERSUS TOUCH ATTACKS

MISS CHANCE

ARMOR

ARMOR CHECK PENALTY

ARCANE SPELL FAILURE

SPELL RESISTANCE

SAVING THROWS

FORTITUDE (CON)	<input type="text"/>	<input type="text"/>
REFLEX (DEX)	<input type="text"/>	<input type="text"/>
WILL (WIS)	<input type="text"/>	<input type="text"/>

NOTES _____

HIT POINTS

<input type="text"/>

HIT POINTS _____

WOUNDS/CURRENT HP

SUBDUAL

<input type="text"/>

DAMAGE _____

SKILLS

BALANCE	<input type="text"/>	<input type="text"/>
BLUFF	<input type="text"/>	<input type="text"/>
CLIMB	<input type="text"/>	<input type="text"/>
CONCENTRATION	<input type="text"/>	<input type="text"/>
DISABLE DEVICE	<input type="text"/>	<input type="text"/>
ESCAPE ARTIST	<input type="text"/>	<input type="text"/>
HEAL	<input type="text"/>	<input type="text"/>
HIDE	<input type="text"/>	<input type="text"/>
JUMP	<input type="text"/>	<input type="text"/>
LISTEN	<input type="text"/>	<input type="text"/>
MOVE SILENTLY	<input type="text"/>	<input type="text"/>
RIDE	<input type="text"/>	<input type="text"/>
SPELLCRAFT	<input type="text"/>	<input type="text"/>
SPOT	<input type="text"/>	<input type="text"/>
TUMBLE	<input type="text"/>	<input type="text"/>
USE MAGIC DEVICE	<input type="text"/>	<input type="text"/>
	<input type="text"/>	<input type="text"/>
	<input type="text"/>	<input type="text"/>

TOTAL _____

COMBAT BONUSES

INITIATIVE (DEX)	<input type="text"/>
MELEE (STR)	<input type="text"/>
RANGED (DEX)	<input type="text"/>

CURRENT INITIATIVE

SURPRISE MODIFIER

AOOS THREAT AREA

FACE

REACH

AOOS /ROUND

WEAPONS

WEAPON	ATTACK BONUSES	DMG	CRIT	TYPE	SIZE

AMMUNITION

<input type="text"/>	<input type="text"/>	<input type="text"/>
<input type="text"/>	<input type="text"/>	<input type="text"/>
<input type="text"/>	<input type="text"/>	<input type="text"/>

SPECIAL ABILITIES USE

