

PLAYER CHARACTER RECORD SHEET

HIT POINTS

ARMOR CLASS

ARMOR

AC BONUSES

PC NAME

SPECIES/CULTURE

CLASS/LEVEL

BACKGROUND

BIRTHPLACE

RELIGION

ABILITY SCORES / ADJUSTMENTS

STRENGTH _____

INTELLIGENCE _____

WISDOM _____

DEXTERITY _____

CONSTITUTION _____

CHARISMA _____

SAVING THROWS

PARALYZATION, POISON, DEATH _____

PETRIFICATION, POLYMORPH _____

ROD, STAFF, WAND _____

BREATH WEAPON _____

SPELL _____

EQUIPMENT, SPECIAL ABILITIES (THIEF/CLERIC), SPELLS

WEAPON NAME	DAMAGE	RANGE	VS AC
	S/M L	S/M/L	-9 -8 -7 -6 -5 -4 -3 -2 -1 0 1 2 3 4 5 6 7 8 9 10
