

# DUNGEONS & DRAGONS

--




<b>RACE</b>		<b>AL</b>		<b>Player</b>	
<b>CLASS</b>		<b>XP</b>	( %)	<b>Campaign</b>	
<b>LEVEL</b>		<b>Next Level</b>		<b>Date Created</b>	

ABILITY SCORES		SAVING THROWS		EXPLORATION		LANGUAGES	
<b>STR</b>	Melee attack & damage Open doors	<b>D</b>	Death Poison	<b>LD</b>	-in-6 <i>Listen at doors</i>		
<b>INT</b>	Languages Literacy	<b>W</b>	Magic wands	<b>OD</b>	-in-6 <i>Open stuck doors</i>		
<b>WIS</b>	Saves vs. magic	<b>P</b>	Paralysis Petrification	<b>SD</b>	-in-6 <i>Find secret doors</i>		
<b>DEX</b>	Missile attack, Armor class Individual initiative	<b>B</b>	Breath attacks	<b>FT</b>	-in-6 <i>Find room traps</i>		
<b>CON</b>	Hit points	<b>S</b>	Spells Magic rods & staves	<b>CT</b>	-in-6 <i>Construction tricks</i>		
<b>CHA</b>	Reactions Retainers & loyalty	Special Save Modifiers		<b>MV</b>	' ( ' ) <i>Movement (Combat)</i>		

SKILLS AND ABILITIES										SECONDARY SKILL									

<b>CS</b>		<b>TR</b>		<b>HS</b>		<b>MS</b>		<b>OL</b>		<b>PP</b>		<b>FA</b>		<b>TW</b>		<b>AS</b>		<b>HD</b>	
-----------	--	-----------	--	-----------	--	-----------	--	-----------	--	-----------	--	-----------	--	-----------	--	-----------	--	-----------	--

*Climb Sheer Surfaces    Find/Rem Treas Traps    Hide in Shadows    Move Silently    Open Locks    Pick Pockets    Fall Safely    Tightrope Walk    Assassinate    Hide in Undergrowth*

COMBAT				MAGIC SPELLS			
<b>HP</b>		 Hit Points		<b>1<sup>ST</sup> LEVEL</b>		<b>2<sup>ND</sup> LEVEL</b>	
<b>AC</b>		 Armor Class		<b>3<sup>RD</sup> LEVEL</b>		<b>4<sup>TH</sup> LEVEL</b>	
<b>AB</b>		 Attack Bonus		<b>5<sup>TH</sup> LEVEL</b>		<b>6<sup>TH</sup> LEVEL</b>	

WEAPON	ATTACK	DAMAGE	QUALITIES

EQUIPMENT	MAGIC ITEMS

<b>CP</b>		<b>SP</b>		<b>EP</b>			<i>Other Treasure</i>
<b>GP</b>		<b>PP</b>		Bank			
