

Adventurer's Name:

Armor Class		Hit Points		Saving Throw	
Class		Speed		XP	
Level		Race		Corruption	
Strength		Dexterity		Constitution	
Intelligence		Wisdom		Charisma	
Gold		Spell Levels			
Bonuses	+0/+0, Missile +0, AC -0, HP +0, Languages, Hirelings and Racial				
Corruptions					

Weapon/ Magic Item	Attack Bonuses	Charges and Features
Warhammer		
Catapult		

Equipment	Equipment
Clothing	Rations
Canteen	Caltrops (20)
Vials: Holy Water (2)	Holy Symbol
Oil (3)	Shield
Rope 50'	Lantern
Tinderbox	Backpack
Money Belt	Tent for 6
Cooking Utensils	Mirror
Pliers	

Climb	Delicate	Hear	Hide	Move	Open Locks

Spell	Level	Spell	Level	Spell	Level
Create Water	1	Hold Person	2	Prayer	3
Cure Light	1	Resist Fire	2		
Read Magic	1				

Skill	Level	Skill	Level	Skill	Level

Languages		
Common Tongue	Dwarven	Elvish
Giantish (inc. Ogres)	Goblinoid (inc. Orcs)	

Treasures		