

Adventurer's Name:

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

Weapon/ Magic Item	Attack Bonuses	Charges and Features
Dagger		
Staff		

Equipment	Equipment
Clothing	Rations
Canteen	Holy Symbol
Vials: Holy Water (2)	Shield
Tinderbox	Lantern
Rope 50'	Oil (3)
Backpack	Dagger
Spellbook	Parchment
Ink	Quill

Climb	Delicate	Hear	Hide	Move	Open Locks

Spell	Level	Spell	Level	Spell	Level
Burning Hands	1	Detect Invisibility	2	Clairaudience	3
Enlarge	1	Invisibility	2	Fly	3
Floating Disc	1	Knock	2	Lightning Bolt	3
Magical Missile	1	Web	2		
Read Magic	1				

Languages		

Skill	Level	Skill	Level	Skill	Level

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

Treasures		