

Strength	To Hit/Dmg Adj.
Intelligence	Add. Lang.
Wisdom	Save Adj.
Dexterity	AC/Missile Adj.
Constitution	HP Adj.
Charisma	React Adj.

To Hit AC 0 (THACO) 1 2 3 4 5 6 7 8 9 10 11 12 13 14 15 16 17 18 19 20
SAVING THROWS
Poison or Death Ray 1 2 3 4 5 6 7 8 9 10 11 12 13 14 15 16 17 18 19 20
Magic Wands 1 2 3 4 5 6 7 8 9 10 11 12 13 14 15 16 17 18 19 20
Turn to Stone or Paralysis 1 2 3 4 5 6 7 8 9 10 11 12 13 14 15 16 17 18 19 20
Dragon Breath 1 2 3 4 5 6 7 8 9 10 11 12 13 14 15 16 17 18 19 20
Spells, Rods, or Staves 1 2 3 4 5 6 7 8 9 10 11 12 13 14 15 16 17 18 19 20

Wounds	HP
AC	WR <small>(Companion Rules)</small>
Class/Lvl	X.P.
Alignment	

Special Abilities, Thief Abilities, or Turning Undead

Languages

Basic Weapon Mastery (Wpn, Mstr, Range, DMG, Defense, Special—from Masters ruleset)
1st _____
1st _____
3rd _____
Expert Weapon Mastery
6th _____
9th _____
11th _____
Companion Weapon Mastery
15th _____
23rd _____
Masters Weapon Mastery
30th _____
36th _____

Magical Items

EQUIPMENT CARRIED

MAGIC ITEMS

NORMAL ITEMS

OTHER NOTES (including places explored, people and monsters met.)

MONEY and TREASURE

PP:

GP:

EP:

SP:

CP:

GEMS:

TOTAL VALUE:

EXPERIENCE

Prime Requisite Score

Bonus/Penalty

Needed for next level: