DUNGEONS & DRAGONS®

CLASS_____ LEVEL_____

CHARACTER_____ PRIME REQUISITES_____

GENDER _____ MORAL ALIGNMENT_____ BONUS XP _____ XP_____

MOVEMENT RATE_____ XP FOR NEXT LEVEL_____

ABILITY SCORES		MODIFIERS	
STRENGTH	_____	_____	TO HIT ROLL, DAMAGE, OPEN DOORS, MAX ENCUMBRANCE
INTELLIGENCE	_____	_____	N° OF LANGUAGES KNOWN
		_____	BONUS SPELLS FOR ARCANE SPELLCASTERS
		_____	GENERAL
WISDOM	_____	_____	ST AGAINST RODS, SPELLS AND STAVES
DEXTERITY	_____	_____	AC
		_____	THIEF SKILLS
		_____	INITIATIVE
		_____	GENERAL
CONSTITUTION	_____	_____	BONUS HP
CHARISMA	_____	_____	N° OF FOLLOWERS
		_____	FOLLOWERS MORALE
		_____	MONSTERS REACTION
		_____	GENERAL

SAVING THROWS	SCORE	MODIFIERS
DEATH RAY & POISON	_____	_____
PARALYSIS & TURN TO STONE	_____	_____
MAGIC WANDS	_____	_____
BREATH WEAPON	_____	_____
SPELLS, STAVES & RODS	_____	_____

SPECIAL ABILITIES AND CLASS SKILLS

GENERAL SKILLS	ABILITY	SCORE

LANGUAGES KNOWN	SCORE
MOTHER LANGUAGE	
2.	
3.	
4.	
5.	
6.	
7.	
8.	
9.	
BONUS	
BONUS	
BONUS	
BONUS	

Carried Equipment										
Normal movement						Halved movement				Strength
										3 – 6
										7 – 10
										11 - 13
										14 – 16
										17 – 18

Coin purse (max capacity 1.000 pieces)					
Platinum Crowns (Cr) 1 crown = 50 ducates			Gemstones	Value (each)	Quantity
Gold Ducates (Dc) 1 ducate = 10 Sovereigns					
Silver Sovereigns (Sv) 1 sovereign = 10 pennies					
Copper Pennies (Py)					

Worn equipment

Head

Helm, hat or Crown

Earrings

Eyewear

Other

Body

Armor

Belt

Quiver

Bag

Pouches

Other

Legs

Legs quiver

Boots or shoes

Other

Left arm

Weapon or Shield

Ring

Bracelet

Other

Right arm

Weapon or Shield

Ring

Bracelet

Other

Belt slots

Notes

Base Armor Class _____ _____

Total HP _____ **Temporary HP** _____

Armors and protective items	AC bonus
Dexterity modifier	
Total AC	
Total AC without shield	
Total AC with 2-handed weapon	

Dead				-5	-4	-3	-2	-1	0
1	2	3	4	5	6	7	8	9	10
11	12	13	14	15	16	17	18	19	20
21	22	23	24	25	26	27	28	29	30
31	32	33	34	35	36	37	38	39	40
41	42	43	44	45	46	47	48	49	50
51	52	53	54	55	56	57	58	59	60
61	62	63	64	65	66	67	68	69	70
71	72	73	74	75	76	77	78	79	80
81	82	83	84	85	86	87	88	89	90
91	92	93	94	95	96	97	98	99	100
101	102	103	104	105	106	107	108	109	110
111	112	113	114	115	116	117	118	119	120
121	122	123	124	125	126	127	128	129	130
131	132	133	134	135	136	137	138	139	140
141	142	143	144	145	146	147	148	149	150

Wrestling Rating _____

Armor modifier _____

THAC0 _____

STR modifier _____ Melee THAC0 _____

DEX modifier _____ Ranged THAC0 _____

Weapon mastery table

Weapon	Mastery level	Weapon Hit Bonus	THAC0	Damage	Notes	Range

DAILY SPELLS BY LEVEL

I ____ II ____ III ____ IV ____ V ____ VI ____ VII ____ VIII ____ IX ____

BONUS SPELLS I ____ II ____ TOTAL SPELL LEVELS _____

1ST LEVEL SPELLS	KNOWN	MEMORIZED	NEW 1ST LEVEL SPELLS	MEMORIZED
CHARM PERSON	❑	❑❑❑❑❑		❑❑❑❑❑
DETECT MAGIC	❑	❑❑❑❑❑		❑❑❑❑❑
FLOATING DISC	❑	❑❑❑❑❑		❑❑❑❑❑
HOLD PORTAL	❑	❑❑❑❑❑		❑❑❑❑❑
LIGHT*	❑	❑❑❑❑❑		❑❑❑❑❑
MAGIC MISSILE	❑	❑❑❑❑❑		❑❑❑❑❑
PROTECTION FROM EVIL	❑	❑❑❑❑❑		❑❑❑❑❑
READ LANGUAGES	❑	❑❑❑❑❑		❑❑❑❑❑
READ MAGIC	❑	❑❑❑❑❑		❑❑❑❑❑
SHIELD	❑	❑❑❑❑❑		❑❑❑❑❑
SLEEP	❑	❑❑❑❑❑		❑❑❑❑❑
VENTRILOQUISM	❑	❑❑❑❑❑		❑❑❑❑❑

2ND LEVEL SPELLS	KNOWN	MEMORIZED	NEW 2ND LEVEL SPELLS	MEMORIZED
CONTINUAL LIGHT*	❑	❑❑❑❑❑		❑❑❑❑❑
DETECT EVIL	❑	❑❑❑❑❑		❑❑❑❑❑
DETECT INVISIBLE	❑	❑❑❑❑❑		❑❑❑❑❑
ESP*	❑	❑❑❑❑❑		❑❑❑❑❑
INVISIBILITY	❑	❑❑❑❑❑		❑❑❑❑❑
KNOCK	❑	❑❑❑❑❑		❑❑❑❑❑
LEVITATE	❑	❑❑❑❑❑		❑❑❑❑❑
LOCATE OBJECT	❑	❑❑❑❑❑		❑❑❑❑❑
MIRROR IMAGE	❑	❑❑❑❑❑		❑❑❑❑❑
PHANTASMAL FORCE	❑	❑❑❑❑❑		❑❑❑❑❑
WEB	❑	❑❑❑❑❑		❑❑❑❑❑
WIZARD LOCK	❑	❑❑❑❑❑		❑❑❑❑❑

3RD LEVEL SPELLS	KNOWN	MEMORIZED	NEW 3RD LEVEL SPELLS	MEMORIZED
CLARVOYANCE	❑	❑❑❑❑❑		❑❑❑❑❑
DISPEL MAGIC	❑	❑❑❑❑❑		❑❑❑❑❑
FIREBALL	❑	❑❑❑❑❑		❑❑❑❑❑
FLY	❑	❑❑❑❑❑		❑❑❑❑❑
HASTE*	❑	❑❑❑❑❑		❑❑❑❑❑
HOLD PERSON *	❑	❑❑❑❑❑		❑❑❑❑❑
INFRAVISION	❑	❑❑❑❑❑		❑❑❑❑❑
INVISIBILITY 3M RADIUS	❑	❑❑❑❑❑		❑❑❑❑❑
LIGHTNING BOLT	❑	❑❑❑❑❑		❑❑❑❑❑
PROTECTION FROM EVIL 3M RADIUS	❑	❑❑❑❑❑		❑❑❑❑❑
PROTECTION FROM NORMAL MISSILES	❑	❑❑❑❑❑		❑❑❑❑❑
WATER BREATHING	❑	❑❑❑❑❑		❑❑❑❑❑

4th Level spells	Known	Memorized	New 4th level spells	Memorized
Charm monster	❑	❑❑❑❑❑		❑❑❑❑❑
Confusion	❑	❑❑❑❑❑		❑❑❑❑❑
Dimension door	❑	❑❑❑❑❑		❑❑❑❑❑
Growth of plants*	❑	❑❑❑❑❑		❑❑❑❑❑
Hallucinatory terrain	❑	❑❑❑❑❑		❑❑❑❑❑
Ice storm / wall of ice	❑	❑❑❑❑❑		❑❑❑❑❑
Massmorph	❑	❑❑❑❑❑		❑❑❑❑❑
Polymorph other	❑	❑❑❑❑❑		❑❑❑❑❑
Polymorph self	❑	❑❑❑❑❑		❑❑❑❑❑
Remove curse*	❑	❑❑❑❑❑		❑❑❑❑❑
Wall of fire	❑	❑❑❑❑❑		❑❑❑❑❑
Wizard eye	❑	❑❑❑❑❑		❑❑❑❑❑

5th Level spells	Known	Memorized	New 5th level spells	Memorized
Animate dead	❑	❑❑❑❑❑		❑❑❑❑❑
Cloudkill	❑	❑❑❑❑❑		❑❑❑❑❑
Conjure elemental	❑	❑❑❑❑❑		❑❑❑❑❑
Contact outer plane	❑	❑❑❑❑❑		❑❑❑❑❑
Dissolve*	❑	❑❑❑❑❑		❑❑❑❑❑
Feeblemind	❑	❑❑❑❑❑		❑❑❑❑❑
Hold monster*	❑	❑❑❑❑❑		❑❑❑❑❑
Magic jar	❑	❑❑❑❑❑		❑❑❑❑❑
Pass wall	❑	❑❑❑❑❑		❑❑❑❑❑
Telekinesis	❑	❑❑❑❑❑		❑❑❑❑❑
Teleport	❑	❑❑❑❑❑		❑❑❑❑❑
Wall of stone	❑	❑❑❑❑❑		❑❑❑❑❑

6th Level spells	Known	Memorized	New 6th level spells	Memorized
Anti-magic shell	❑	❑❑❑❑❑		❑❑❑❑❑
Death spell	❑	❑❑❑❑❑		❑❑❑❑❑
Disintegrate	❑	❑❑❑❑❑		❑❑❑❑❑
Geas*	❑	❑❑❑❑❑		❑❑❑❑❑
Invisibile stalker	❑	❑❑❑❑❑		❑❑❑❑❑
Lower water	❑	❑❑❑❑❑		❑❑❑❑❑
Move earth	❑	❑❑❑❑❑		❑❑❑❑❑
Projected image	❑	❑❑❑❑❑		❑❑❑❑❑
Reincarnation	❑	❑❑❑❑❑		❑❑❑❑❑
Stone to flesh*	❑	❑❑❑❑❑		❑❑❑❑❑
Wall of iron	❑	❑❑❑❑❑		❑❑❑❑❑
Weather control	❑	❑❑❑❑❑		❑❑❑❑❑

7th Level spells	Known	Memorized	New 7th level spells	Memorized
Charm plant	❑	❑❑❑❑❑		❑❑❑❑❑
Create normal monster	❑	❑❑❑❑❑		❑❑❑❑❑
Delayed blast fireball	❑	❑❑❑❑❑		❑❑❑❑❑
Lore	❑	❑❑❑❑❑		❑❑❑❑❑
Magic door*	❑	❑❑❑❑❑		❑❑❑❑❑
Mass invisibility *	❑	❑❑❑❑❑		❑❑❑❑❑
Power word stun	❑	❑❑❑❑❑		❑❑❑❑❑
Reverse gravity	❑	❑❑❑❑❑		❑❑❑❑❑
Statue	❑	❑❑❑❑❑		❑❑❑❑❑
Summon object	❑	❑❑❑❑❑		❑❑❑❑❑
Sword	❑	❑❑❑❑❑		❑❑❑❑❑
Teleport any object	❑	❑❑❑❑❑		❑❑❑❑❑

8th Level spells	Known	Memorized	New 8th level spells	Memorized
Clone	❑	❑❑❑❑❑		❑❑❑❑❑
Create magical monster	❑	❑❑❑❑❑		❑❑❑❑❑
Dance	❑	❑❑❑❑❑		❑❑❑❑❑
Explosive cloud	❑	❑❑❑❑❑		❑❑❑❑❑
Force field	❑	❑❑❑❑❑		❑❑❑❑❑
Mass charm*	❑	❑❑❑❑❑		❑❑❑❑❑
Mind barrier*	❑	❑❑❑❑❑		❑❑❑❑❑
Permanence	❑	❑❑❑❑❑		❑❑❑❑❑
Polymorph any object	❑	❑❑❑❑❑		❑❑❑❑❑
Power word blind	❑	❑❑❑❑❑		❑❑❑❑❑
Symbol	❑	❑❑❑❑❑		❑❑❑❑❑
Travel	❑	❑❑❑❑❑		❑❑❑❑❑

9th Level spells	Known	Memorized	New 9th level spells	Memorized
Contingency	❑	❑❑❑❑❑		❑❑❑❑❑
Create any monster	❑	❑❑❑❑❑		❑❑❑❑❑
Gate*	❑	❑❑❑❑❑		❑❑❑❑❑
Heal	❑	❑❑❑❑❑		❑❑❑❑❑
Immunity	❑	❑❑❑❑❑		❑❑❑❑❑
Maze	❑	❑❑❑❑❑		❑❑❑❑❑
Meteor swarm	❑	❑❑❑❑❑		❑❑❑❑❑
Power word kill	❑	❑❑❑❑❑		❑❑❑❑❑
Prismatic wall	❑	❑❑❑❑❑		❑❑❑❑❑
Shapechange	❑	❑❑❑❑❑		❑❑❑❑❑
Timestop	❑	❑❑❑❑❑		❑❑❑❑❑
Wish	❑	❑❑❑❑❑		❑❑❑❑❑

Magic Ingredients

Total ingredients needed (per month)

Ingredients paid until (month / year)

Special ingredients	Quantity

Magic research journal

Spell or item	Chance	Outcome

Ingredients needed

Licence Wallet

Licence	Cost in Dc per year

Personal Library

Name of the book & Description	Studied	Value (in Dc)
°	❑	
°	❑	
°	❑	
°	❑	
°	❑	
°	❑	
°	❑	
°	❑	
°	❑	
°	❑	
°	❑	
°	❑	
Total Value (in Dc)		

Personal Library

Name of the book & Description	Studied	Value (in Dc)
°	❑	
°	❑	
°	❑	
°	❑	
°	❑	
°	❑	
°	❑	
°	❑	
°	❑	
°	❑	
°	❑	
°	❑	
Total Value (in Dc)		