

# Character Record Sheet

<b>Name:</b>
<b>Race:</b>
<b>Class:</b>
<b>Alignment:</b>

<b>Level:</b>
<b>Title:</b>
<b>Total XP:</b>
<b>Next Level:</b>

## Ability Scores

<b>Strength</b>	<b>Intelligence</b>	<b>Constitution</b>	<b>Wisdom</b>	<b>Dexterity</b>	<b>Charisma</b>

<b>Prime Requisite XP Modifier</b>	<b>Bonus Languages</b>	<b>Hit Point Modifier</b>	<b>Survival Chance</b>	<b>Missile Attack Modifier</b>	<b>Specialist Hirelings</b>	<b>Loyalty Base</b>	<b>Command Range</b>

## Saving Throws

<b>Death, Poison</b>	<b>Wands</b>	<b>Petrification</b>	<b>Dragon Breath</b>	<b>Spells</b>

## Attack Matrix

<b>Target AC</b>	<b>9</b>	<b>8</b>	<b>7</b>	<b>6</b>	<b>5</b>	<b>4</b>	<b>3</b>	<b>2</b>
<b>Roll to Hit</b>								

## Hit Points

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Total      Current      Hit Dice

## Armour Class

## Weapons and Armour

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## Treasure, Equipment and Magic

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