DRAGONSLAYER™

Character Sheet

Character Name

Race | Class | Level & Title

Alignment | Deity

Age | Height | Weight

Languages

XP Bonus | Experience | Attack Bonus

ARMOR CLASS

Armor Description

HIT POINTS

Current:

Max:

Move

WEAPON

DMG.

Primary

Secondary

Missile Weapon

ABILITIES

- Strength
- Intelligence
- Wisdom
- Dexterity
- Constitution
- Charisma

MODIFIERS

Melee To Hit & Damage | Force Door

Modifier / # Languages

Magic Save

Missile To Hit & Damage | Armor

Hit Point

Henchmen | Henchmen Morale

SAVING THROWS

- Breath
- Death
- Stone
- Wand
- Spell

TO HIT ARMOR CLASS

10 9 8 7 6 5 4 3 2 1 0

EQUIPMENT & ITEMS

ABILITIES & SPELLS

WEALTH & TREASURE

cp
sp
ep
gp
pp

SPELLS PER DAY

Level	Max	Cast
1st		
2nd		
3rd		
4th		
5th		
6th		
7th		
8th		
9th		

HENCHMEN & HIRELINGS

Name	Class	Lvl.	HP	AC	Armor	XP	Weapon	DMG.