CHARACTER	PLAYER						DUNGEONS				
CLASS & LEVEL _ DEITY/RELIGION				T) RAGONS							
ORIGIN	AGE GENDER H				EVEC	LAID		CHARACTER RECORD SHEET			
ABILITY	ABILITY	TEMPORARY TEMPORARY					SKILLS				
ABILITY SCORE STR STRENGTH DEX DEXTERITY CON CONSTITUTION INT INTELLIGENCE WISD WISDOM CHA CHARISMA AC ARMOR CLASS FLAT-FOOTED ARMOR CLASS	TOTAL		DAMAGE REDUCTION SPELL RESISTANCE MODIFIERS ELD DEX SIZE NATU	NONLETHAL I	DAMAGE	SKILL APPRAISE BALANCE BLUFF CLIMB CONCENTRATION CRAFT (DIPLOMACY DISCUISE ESCAPE ARTIST FORGERY GATHER INFORMATI HEAL HIDE INTIMIDATE	INT DEX* CHA STR* CON) INT CHA CHA DEX* INT ON CHA WIS DEX* CHA	MODIFIERS TOTAL RANKS ABILITY MISC MISC			
TOUCH ARMOR CLASS ARMOR/PROTECTIV		TYPE BONUS	MAX CHECK ARCANE DEX PENALTYFAILURE	SPEED WEIGHT SPI	ARCANE FAILURE ECIAL PROPERTIES	JUMP LISTEN MOVE SILENTLY RIDE SEARCH SENSE MOTIVE SPOT SURVIVAL SWIM USE ROPE	STR* WIS DEX* DEX INT WIS WIS STR* DEX				
SAVING THROWS FORTITUDE CONSTITUTION REFLEX DEXTERITY WILL WISDOM ATTACK BONUSES MELEE STRENGTH RANGED DEXTERITY	TOTAL	MULTIPLE ATTACKS	MODIFIER D ABILITY MAGIC MI CLASS BASE H A B C	SC MISC TOTAL	DEXTERITY AL DEX MISC ODIFIERS MISC MISC MI						
GRAPPLE		FEATS & S	SPECIAL ABIL	ITIES							
							UNTRAINED — * ARMOR CHECK PEN PROFICIENCIES TIAL ARMOR: LIGHT M	,			
							RACIAL ABILITIE	5			
WEAPC	ıN.	ENHANCE MISC	ATTACK BONUSES TOTAL 2ND 3RD	4TH 5TH DAMAC	GE CRITICAL	RANGE TYPE SIZE	NOTES				
WLAPC		ENTINCE MISC		JIII DAWAC	CHITCHE		NOTES				
AMMUNITION	E			AMMUNITION			MMUNITION				

				EQUIPME	NT				
ITEM		LOCATION	WEIGHT	ITEM	LOCATION	WEIGHT	ITEM	LOCATION	WEIGHT
CURRENT LOAD							TOTAL WEIGHT CARRIED		
WALK HUSTLE RUN			MONEY & GEMS			EXPERIENCE POINTS			
MOVEMENT							TOTAL EXPER		
	EED = 2 × E	BASE SPEED = 4 × E	BASE SPEED	CP —					
LIFT OVER I	HEAD LIFT O	FF GROUND PUSH	OR DRAG	SP —			XPS NEEDED FOR	NEXTIEVE	
LIFTING				J.			VL2 MEEDED LOK	ITEN LEVEL	
	DAD = 2 ×	MAX LOAD = 5 ×	MAX LOAD	GP —					
ENCUMB	RANC	`E					LANGUA	GES	
			RUN	PP —			EAINGUA	J=J	
LIGHT	NORMAL		IORMAL						
MEDIUM	+3	-3	×4	GEMS —					
HEAVY	+1	-6	×3						
			NO.	TES			TURN UN		
							TOTAL	MODIFIE CHA LEVEL	ERS MISC
							TIMES/DAY = 3	k +	
						-	CHECK		
							CITECK	-	
								. = =	
							DAMAGE + 20	l6 =	
							SPELL	.s	PONIUS
									BONUS SPELLS
							SPELLS SPELL SAVE DC LEVEL	.S SPELLS PER	BONUS SPELLS
							SPELL SPELL SAVE DC LEVEL 0	.S SPELLS PER	BONUS SPELLS
							SPELLS SPELLS SPELL SAVE DC LEVEL 0 1ST	.S SPELLS PER	BONUS SPELLS
							SPELL SPELL SAVE DC LEVEL 0	.S SPELLS PER	BONUS SPELLS
							SPELLS SPELLS SPELL SAVE DC LEVEL 0 1ST	.S SPELLS PER	BONUS SPELLS
							SPELLS SPELLS SPELL SAVE DC LEVEL 0 1st 2nd	.S SPELLS PER	BONUS SPELLS
							SPELLS SPELLS SPELL SAVE DC LEVEL 0 1st 2nd 3rd 4th	.S SPELLS PER	BONUS SPELLS
							SPELLS KNOWN SPELL SAVE DC LEVEL 0 1st 2nd 3rd 4th 5th	.S SPELLS PER	BONUS SPELLS
							SPELLS SPELLS SPELL SAVE DC LEVEL 0 1st 2nd 3rd 4th	.S SPELLS PER	BONUS SPELLS
							SPELLS KNOWN SPELL SAVE DC LEVEL 0 1st 2nd 3rd 4th 5th	.S SPELLS PER	BONUS SPELLS
							SPELLS KNOWN SPELL SAVE DC LEVEL O 1ST 2ND 3RD 4TH 5TH 6TH 7TH	.S SPELLS PER	BONUS SPELLS
							SPELLS SPELLS SPELL SAVE DC LEVEL O 1 ST 2 ND 3 RD 4 TH 5 TH 6 TH 7 TH 8 TH	.S SPELLS PER	BONUS SPELLS
							SPELLS KNOWN SPELL SAVE DC LEVEL O 1ST 2ND 3RD 4TH 5TH 6TH 7TH	.S SPELLS PER	BONUS SPELLS
							SPELLS SPELLS SPELL SAVE DC LEVEL O 1 ST 2 ND 3 RD 4 TH 5 TH 6 TH 7 TH 8 TH	.S SPELLS PER	BONUS SPELLS
							SPELLS SPELLS SPELL SAVE DC LEVEL O 1 ST 2 ND 3 RD 4 TH 5 TH 6 TH 7 TH 8 TH	.S SPELLS PER	BONUS SPELLS
							SPELLS SPELLS SPELL SAVE DC LEVEL O 1 ST 2 ND 3 RD 4 TH 5 TH 6 TH 7 TH 8 TH	.S SPELLS PER	BONUS SPELLS
							SPELLS SPELLS SPELL SAVE DC LEVEL O 1 ST 2 ND 3 RD 4 TH 5 TH 6 TH 7 TH 8 TH	.S SPELLS PER	BONUS SPELLS
							SPELLS SPELLS SPELL SAVE DC LEVEL O 1 ST 2 ND 3 RD 4 TH 5 TH 6 TH 7 TH 8 TH	.S SPELLS PER	BONUS SPELLS
							SPELLS SPELLS SPELL SAVE DC LEVEL O 1 ST 2 ND 3 RD 4 TH 5 TH 6 TH 7 TH 8 TH	.S SPELLS PER	BONUS SPELLS
							SPELLS SPELLS SPELL SAVE DC LEVEL O 1 ST 2 ND 3 RD 4 TH 5 TH 6 TH 7 TH 8 TH	.S SPELLS PER	BONUS SPELLS
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							SPELLS SPELLS SPELL SAVE DC LEVEL O 1 ST 2 ND 3 RD 4 TH 5 TH 6 TH 7 TH 8 TH	.S SPELLS PER	BONUS SPELLS
							SPELLS SPELLS SPELL SAVE DC LEVEL O 1 ST 2 ND 3 RD 4 TH 5 TH 6 TH 7 TH 8 TH	.S SPELLS PER	BONUS SPELLS
							SPELLS SPELLS SPELL SAVE DC LEVEL O 1 ST 2 ND 3 RD 4 TH 5 TH 6 TH 7 TH 8 TH	.S SPELLS PER	BONUS SPELLS
							SPELLS SPELLS SPELL SAVE DC LEVEL O 1 ST 2 ND 3 RD 4 TH 5 TH 6 TH 7 TH 8 TH	.S SPELLS PER	BONUS SPELLS
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CHARACTER	CLASS & LI	EVEL	RACE	¬ .	DUNGEONS		
PLAYER	САМРАЮ	GN	DATE OF	PLAY	+)RAGONS		
					COMBAT RECORD SHEET		
	EFFECT 1 EFF	ECT 2 EFFECT	3 EFFECT 4	EFFECT 5	EFFECT 6	EFFECT 7	
ABILITY ABILITY	NEW NEW NEW	NEW NEW NEV	W NEW NEW	NEW NEW	NEW NEW	NEW NEW	
ABILITY SCORE MODIFIER STR STRENGTH	SCORE MODIFIER SCORE			SCORE MODIFIER	SCORE MODIFIER	SCORE MODIFIER	NOTES
DEX DEXTERITY				==		==	
CON				HH		ĦĦ	
INT INTELLIGENCE				==		$\Box\Box$	
WIS WISDOM							
CHA CHARISMA							
SAVING THROW TOTAL	BONUS TOTAL BONUS	TOTAL BONUS TOTA	AL BONUS TOTAL	BONUS TOTAL	BONUS TOTAL	BONUS TOTAL	NOTES
FORTITUDE CONSTITUTION							
REFLEX DEXTERITY WILL				==		HH	
WILL							
TOTAL REGEN HP HIT POINTS	BONUS TOTAL BONUS	TOTAL BONUS TOTAL	AL BONUS TOTAL	BONUS TOTAL	BONUS TOTAL	BONUS TOTAL	NOTES
TOTAL	BONUS TOTAL BONUS	TOTAL BONUS TOTAL	AL BONUS TOTAL	BONUS TOTAL	BONUS TOTAL	BONUS TOTAL	NOTES
INITIATIVE FLAT-							
TOTAL TOUCH FOOTED AC ARMOR CLASS	BONUS TOTAL BONUS	TOTAL BONUS TOTAL	AL BONUS TOTAL	BONUS TOTAL	BONUS TOTAL	BONUS TOTAL	NOTES
ARMOR CLASS WEAPON	ATTACK DAMAGE ATTACK	DAMAGE ATTACK DAMA	AGE ATTACK DAMAGE	ATTACK DAMAGE	ATTACK DAMAGE	ATTACK DAMAGE	NOTES
WEN ON	71 WER BANNET AT MER	James James James	ioe /iii/iek b/iii/ioe	THE STANKE	711 Meil Britiste	THE DAMES E	THE TEST
ATTACK DAMAGE							
ATTACK DAMAGE							
ATTACK DAMAGE							
ATTACK DAMAGE							
DAWAGE							
ATTACK DAMAGE							
ATTACK DAMAGE							
	EFFECTS/ABILI	TIES/CONDITI	ONS/MODIF	IERS			HP TRACKER
EFFECT	CASTER LEVEL DUR	ation/rounds	SECOND DURA	ATION/ROUNDS		NOTES	
2					□		
3							
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		N	IOTES				
AMMUNITION		AMMUNITION			AMMUNITION		