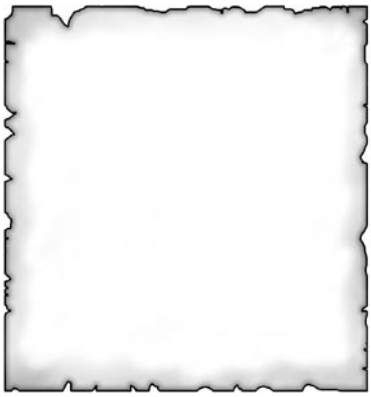
Character	Player	Campaign

Level	Class	Alignment	AC	SAVE
XP	XP for next level	XP Bonus	HP	HP Max



STR		Bonus to hit	Damage Bonus
DEX		Missile Bonus	AC Bonus
CON		HP Bonus per Level	
INT		# Languages	
WIS			
CHA		Max # Hirelings	

Movement Rates	
Indoors	Outdoors
Careful	Hiking
Walking	Forced March
Running	Combat
Combat	

AC Descending	9	8	7	6	5	4	3	2	1	0	-1	-2	-3	-4	-5	-6	-7	-8	-9
Attack Roll to Hit																			
AC Ascending	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28

Weapon	Damage / Range

Missiles	Damage	Qty.

Armor Type	AC Bonus

Items Worn

Magical Items

Items Carried

Loot

Character Notes

Total Funds		
Copper	Silver	Gold

Character Log designed by Spike Page - spikepage@gmail.com