

Name: _____ **Player** _____ **Age** _____
Race: _____ **Class:** _____ **Level:** _____ **Height** _____ **Weight** _____
Eyes _____
Hair _____

Strength

Intelligence

Wisdom

Dexterity

Constitution

Charisma

Attack Bonus:

pg 47
 Attack Bonus in Melee
 AB and Strength Bonus/Penalty

Attack Bonus w/Missles
 AB and Dexterity Bonus/Penalty

Movement:

pg 36

Armor Class:

pg 10

Hit Points

Current HP, Wounds and Conditions

Special Abilities
 (as by Race and Class)

Ability Roll
 pg 134

Saving Throws pg 53

Death Ray or Poison:

Magic Wands:

Paralysis or Turn to Stone:

Dragon Breath:

Rods, Staves, and Spells:

Weapons, Armor and Equipment

Special Adjustments to Saves

Experience Points Total XP

XP needed for Next Level

Money

- 1 platinum piece (pp) = 5 gold pieces (gp)
- 1 gold piece (gp) = 10 silver pieces (sp)
- 1 electrum piece (ep) = 5 silver pieces (sp)
- 1 silver piece (sp) = 10 copper pieces (cp)

Carrying Capacity pg 36

Light Load

Heavy Load

(Record additional equipment on rear of sheet)