

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

Strength	<input type="text"/>	<input type="text"/>
Intelligence	<input type="text"/>	<input type="text"/>
Wisdom	<input type="text"/>	<input type="text"/>
Dexterity	<input type="text"/>	<input type="text"/>
Constitution	<input type="text"/>	<input type="text"/>
Charisma	<input type="text"/>	<input type="text"/>

Attack Bonus:


pg 47

Attack Bonus in Melee
AB and Strength Bonus/Penalty

Attack Bonus w/Missiles
AB and Dexterity Bonus/Penalty


Movement:

pg 38



Armor Class:

pg 10



Hit Points

Current HP, Wounds and Conditions

Special Abilities
(as by Race and Class)

Ability Roll
pg 141

Saving Throws pg 53

Death Ray or Poison:	<input type="text"/>
Magic Wands:	<input type="text"/>
Paralysis or Turn to Stone:	<input type="text"/>
Dragon Breath:	<input type="text"/>
Rods, Staves, and Spells:	<input type="text"/>

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)