

Name: _____ Player _____ Age _____

Height _____ Weight _____

Race: _____ Class: _____ Level: _____

Eyes _____

Hair _____

Strength

Score Bonus/Penalty

Intelligence

Wisdom

Dexterity

Constitution

Charisma

Attack Bonus:

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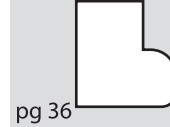
Attack Bonus in Melee
AB and Strength Bonus/Penalty



Attack Bonus w/Missiles
AB and Dexterity Bonus/Penalty

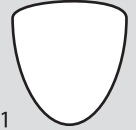


Movement:



pg 36

Armor Class:



pg 11

Hit Points

Total HP

Current HP, Wounds and Conditions

Special Abilities
(as by Race and Class)

Ability Roll

pg 153

Saving Throws pg 53

Death Ray or Poison:

Magic Wands:

Paralysis or Turn to Stone:

Dragon Breath:

Rods, Staves, and Spells:

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)

Weapons, Armor and Equipment

Carrying Capacity pg 36

Light Load

Heavy Load

(Record additional equipment on rear of sheet)