CHARACTER

PLAYER

STR

INT

WIS

DEX

CON

CHA

Race

Class

LEVEL

EXPERIENCE POINTS

For Next Level

CHARACTER SKETCH

Height

Weight

Hair

Eyes

Skin

ARMOR CLASS

Type

Shield

Attack

Melee

Missile

SAVING THROWS

Death Ray/Poison

Magic Wands

Paralysis/Petrify

Dragon Breath

Spells

SPELLCASTING

I

II

III

IV

V

VI

Basic Fantasy

HIT POINTS

Maximum

LANGUAGES

FEATURES

MAIN WEAPONS

Description	Dmg	S	M	L

THIEF SKILLS

OPEN LOCKS	
REMOVE TRAPS	
PICK POCKETS	
MOVE SILENTLY	
CLIMB WALLS	
HIDE	
LISTEN	

TURN UNDEAD

Skeleton/1
Zombie/2
Ghoul/3
Wight/4
Wraith/5
Mummy/6
Spectre/7
Vampire/8
Ghost/9+

MOVEMENT

EQUIPMENT

Total Weight:

Light ◯ Heavy ◯

ITEMS & TREASURE

CP	SP	EP	GP	PP

SPELLS