

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

Strength

Intelligence

Wisdom

Dexterity

Constitution

Charisma

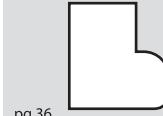
Attack Bonus:

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Attack Bonus in Melee
AB and Strength Bonus/Penalty

Attack Bonus w/Missiles
AB and Dexterity Bonus/Penalty

Movement:



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Armor Class:



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Hit Points

Current HP, Wounds and Conditions

Special Abilities
(as by Race and Class)

Ability Roll

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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

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Light Load

Heavy Load

(Record additional equipment on rear of sheet)