### Player Information

**Name:**

**Race:**

**Class:**

**Level:**

**Age:**

**Weight:**

**Height:**

**Eyes:**

**Hair:**

### Stat Blocks

**Strength**

**Intelligence**

**Wisdom**

**Dexterity**

**Constitution**

**Charisma**

### Ability Roll

**Ability Roll**

### Attack Bonus

- **Attack Bonus:**
  - pg 47
  - Attack Bonus in Melee
  - AB and Strength Bonus/Penalty
  - pg 38

- **Attack Bonus w/Missiles:**
  - AB and Dexterity Bonus/Penalty
  - pg 10

### Movement

### Armor Class

### Hit Points

Current HP, Wounds and Conditions

### Special Abilities

(as by Race and Class)

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### Saving Throws

- **Death Ray or Poison:**
- **Magic Wands:**
- **Paralysis or Turn to Stone:**
- **Dragon Breath:**
- **Rods, Staves, and Spells:**

### 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

- **Light Load**
- **Heavy Load**

(Record additional equipment on rear of sheet)