Name: _____ Player _____ Age _____

Race: _____ Class: _____ Level: _____ Height _____ Weight _____

Eyes _____

Hair _____

Strength

Intelligence

Wisdom

Dexterity

Constitution

Charisma

Attack Bonus: pg 47

Attack Bonus in Melee
AB and Strengh 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

Ability Roll pg 141

Special Abilities
(as by Race and Class)

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

Weapons, Armor and Equipment

(Record additional equipment on rear of sheet)

Carrying Capacity pg 36

Light Load

Heavy Load

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)