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

### Strength

<table>
<thead>
<tr>
<th>Score</th>
<th>Bonus/Penalty</th>
</tr>
</thead>
</table>

### Intelligence

<table>
<thead>
<tr>
<th>Score</th>
<th>Bonus/Penalty</th>
</tr>
</thead>
</table>

### Wisdom

<table>
<thead>
<tr>
<th>Score</th>
<th>Bonus/Penalty</th>
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</table>

### Dexterity

<table>
<thead>
<tr>
<th>Score</th>
<th>Bonus/Penalty</th>
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</table>

### Constitution

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<th>Score</th>
<th>Bonus/Penalty</th>
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</table>

### Charisma

<table>
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<tr>
<th>Score</th>
<th>Bonus/Penalty</th>
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</table>

#### Ability Roll

- **Ability Roll**
  - pg 153

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#### Special Abilities

- (as by Race and Class)

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  - 
  - 
  - 
  - 

#### Saving Throws

- **Saving Throws** pg 53

  - 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)

#### Carrying Capacity

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

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(Record additional equipment on rear of sheet)