

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

Strength

Intelligence


Wisdom


Dexterity

Constitution


Charisma

Attack Bonus:


pg 46
 Attack Bonus in Melee
 AB and Strength Bonus/Penalty 

Attack Bonus w/Missiles
 AB and Dexterity Bonus/Penalty 

Movement:

pg 36 

Armor Class:

pg 10 

Sit Points

Current HP, Wounds and Conditions

Special Abilities
 (as by Race and Class)

Ability Roll
 pg 153

Saving Throws pg 52

Death Ray or Poison:

Magic Wands:

Paralysis or Turn to Stone:

Dragon Breath:

Rods, Staves, and Spells:

Weapons, Armor and Equipment

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)

Carrying Capacity pg 36

Light Load

Heavy Load

(Record additional equipment on rear of sheet)