

PLAYER NAME: \_\_\_\_\_

CHARACTER NAME: \_\_\_\_\_



CLASS: \_\_\_\_\_ RACE: \_\_\_\_\_ GENDER: \_\_\_\_\_

AGE: \_\_\_\_\_ DEITY: \_\_\_\_\_ ALIGNMENT: \_\_\_\_\_

**ATTRIBUTES**

**STR**  
STRENGTH  Melee To Hit Bonus \_\_\_\_\_  
Damage Bonus \_\_\_\_\_  
Open Doors \_\_\_\_\_

**DEX**  
DEXTERITY  Missile To Hit Bonus \_\_\_\_\_  
AC Bonus \_\_\_\_\_

**CON**  
CONSTITUTION  Hit Point Bonus \_\_\_\_\_  
Raise Dead Survival \_\_\_\_\_


**INT**  
INTELLIGENCE  Languages \_\_\_\_\_  
% Learn Spell \_\_\_\_\_  
Min / Max Spell per LVL \_\_\_\_\_

**WIS**  
WISDOM  Experience Bonus \_\_\_\_\_  
Bonus 1st Level Spells \_\_\_\_\_

**CHA**  
CHARISMA  Hirelings \_\_\_\_\_  
Loyalty \_\_\_\_\_  
Parley \_\_\_\_\_

**HIT POINTS**

**ARMOR**

ARMOR \_\_\_\_\_ AC \_\_\_\_\_  
SHIELD \_\_\_\_\_ AC \_\_\_\_\_  
AC BONUS \_\_\_\_\_  
**ARMOR CLASS** 

**SAVING THROWS**

+/- VS. \_\_\_\_\_  
 +/- VS. \_\_\_\_\_

LEVEL  TOTAL TO HIT BONUS

**EXPERIENCE**

Experience Bonus \_\_\_\_\_ %

**WEIGHT & MOVEMENT**

STR Carry Bonus \_\_\_\_\_  
Armor: \_\_\_\_\_  
Shield: \_\_\_\_\_  
Weapon(s): \_\_\_\_\_  
Pack: \_\_\_\_\_  
Treasure: \_\_\_\_\_  
Total Weight: \_\_\_\_\_  
Base Movement 12 9 6 3

**GOLD / TREASURE**

**WEAPONS**

WEAPON	DMG	WEAPON BONUS TO-HIT	RANGE

**ITEMS & EQUIPMENT**

**SPELLS**

**SPECIAL ABILITIES**