

**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 Strength 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

**Special Abilities**  
 (as by Race and Class)

**Ability Roll**  
 pg 141

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

**Saving Throws** pg 53

**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)