

Character Name:

Race: \_\_\_\_\_

Player: \_\_\_\_\_

## Weapons

Weapon:

Damage:

_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____

## Sketch

## Combat Bonuses

Melee  
Attack

Melee  
Damage

Ranged  
Attack

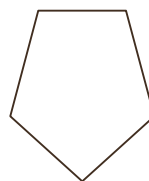
Ranged  
Damage

Saving  
Throw

## Armor

Armor  
Class

Armor Worn



_____
_____
_____
_____
_____

## Hit Points

Normal  
HP

## Experience Points

Current  
XP

### Thief Abilities

Pick Pockets \_\_\_\_\_ Climb Sheer Walls \_\_\_\_\_ Remove Traps \_\_\_\_\_  
Pick Locks \_\_\_\_\_ Move Silently \_\_\_\_\_ Hide \_\_\_\_\_

### Qualities

Strength \_\_\_\_\_ Constitution \_\_\_\_\_ Intelligence \_\_\_\_\_  
Dexterity \_\_\_\_\_ Wisdom \_\_\_\_\_ Charisma \_\_\_\_\_

### Profile

\_\_\_\_\_  
\_\_\_\_\_

### Magic Items

\_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_

### Coins Carried

Platinum \_\_\_\_\_ Silver \_\_\_\_\_  
Gold \_\_\_\_\_ Copper \_\_\_\_\_

### Gems and Treasure

\_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_

### Gear

\_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_