Name:

Class ( ): Title:

Alignment: Age: Sex:

Experience (bonus):

ABILITIES AND SAVING THROWS

STRENGTH	DEXTERITY	CONSTITUTION
mod	mod	mod
Melee atk Melee dmg D'bashing	Missle atk AC Initiative	Hitpoints Mortal Wounds

INTELLECT	WILLPOWER	CHARISMA
mod	mod	mod
Prof. Spell rep. Languages	Saves Tampering w/mort.	Reaction Loyalty Retainers

PARALYSIS	DEATH	BLAST	WANDS	SPELLS
bonus	bonus	bonus	bonus	bonus

FIGHTING

Melee Hit & Dmg		Armor Class			Surprise	Initiative	Cleaves
HIT	DMG	w/Shield	No Shield	Surprised			

Missle Hit & Dmg		Hit Points		Wounds	Tampering	Base Healing
HIT	DMG		MAX			

WEAPONS

Name	Hit Bonus	Damage	Range		

ABILITIES AND PROFICIENCIES

Climbing			
Dungeon Bashing			
Listening			
Searching			
Trapbreaking			

NOTES

ENCUMBRANCE AND MOVEMENT

Stone	0+	>5	>7	>10	20+STR	per
Combat	40	30	20	10	0	round (ft)
Explore	120	90	60	30	0	turn (ft)
Travel	24	18	12	6	0	day (mi)

COINAGE AND GEMS

back *(backpack or spear or bow and quiver or sword)* it. st.

right hand it. st.

quiver/case it.

or pouch it.

head it.

armor st.

left hand it. st.

weapons it.

or pouch it.

backpack it. st.

worn (misc.) *(clothes, magic rings [2 max], magic necklaces [2 max], etc.)*

hidden *(1 per sleeve & boot)* it.

light *(two sets of torches)*

ammunition *(special ammo [magic, etc.])*

sacks *(Small sacks carry two stones. Large require two hands and hold six stones.)*

1 stone = 6 items. Backpack: block 1 space in "BACK" (weight 1 item). Large sack: Only be "HELD" in two hands. Small sack: "HELD" in one hand.