

NAME _____ **CLASS** _____
TITLE _____ **ALIGNMENT** _____

ABILITY SCORES		SAVES		EXPERIENCE		
SCORE	MOD					
STR	___ / ___	Melee att./damage, Open doors	D	Death, poison	Lvl	Experience Level
INT	___ / ___	Languages, Literacy	W	Magic wands	XP	Experience points
WIS	___ / ___	Saves vs magic	P	Paralysis, petrification	Next	XP needed for next level
DEX	___ / ___	Missile attacks, AC, Initiative	B	Breath attacks	%	Prime requisite modifier to XP
CON	___ / ___	Hit points	S	Spells, magic rods, magic staves	ENCOUNTERS	
CHA	___ / ___	Reactions, # Retainers, Loyalty	±	WIS modifier to saves vs magic	Init	DEX modifier to initiative (optional)

Ability check: Roll ≤ on 1d20 Saving Throw: Roll ≥ on 1d20

COMBAT		EXPLORATION	
HP	Hit Points	Max	Maximum hit points
		±	CON modifier to hit points
AC	Armor Class	Un	Unarmored AC: 10 + DEX modifier
		±	DEX modifier to Armor Class
Att	Attack bonus	Mel	STR modifier to melee att./damage
		Mis	DEX modifier to missile attacks

LD	-in-6	Listen at door (1-in-6 or by class)
OD	-in-6	Open stuck door (based on STR)
SD	-in-6	Find secret door (1-in-6 or by class)
FT	-in-6	Find room trap (1-in-6 or by class)

ABILITIES, SKILLS, WEAPONS		MOVEMENT	
<div style="border: 1px solid black; height: 100px; width: 100%;"></div>		Ov	Overland: 1/5 base mv. rate (miles/day)
		Ex	Exploration: base mv. rate (feet/turn)
		En	Encounter: 1/3 base mv. rate (feet/round)
		Base mv. rate = 120', unless encumbered	
ENCUMBRANCE		TR	Weight of treasure & coins
		EQ	Weight of weapons, armor & gear
		=	Total weight carried (max=1,600 coin)
LANGUAGES		By class; extra languages if INT 13+	
<div style="border: 1px solid black; height: 40px; width: 100%;"></div>			
		Literate <input type="checkbox"/>	

EQUIPMENT		PORTRAIT OR SYMBOL	
<div style="border: 1px solid black; height: 80px; width: 100%;"></div>		<div style="border: 1px solid black; height: 80px; width: 100%;"></div>	
MAGIC ITEMS		BACKGROUND	
<div style="border: 1px solid black; height: 80px; width: 100%;"></div>		<div style="border: 1px solid black; height: 80px; width: 100%;"></div>	
TREASURE		COINS	
<div style="border: 1px solid black; height: 100px; width: 100%;"></div>		PP	_____
		GP	_____
		EP	_____
		SP	_____
		CP	_____

DESCRIPTION
 Race, hair, eye, and skin color, other features

SPELLS SLOTS

SLOTS

1st _____ 2nd _____ 3rd _____ 4th _____ 5th _____ 6th _____

USED

1st _____ 2nd _____ 3rd _____ 4th _____ 5th _____ 6th _____

SPELLS DESCRIPTIONS

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HIRELINGS

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HEIRS / LAST WILL & TESTAMENT

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NOTES

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