

**NAME** \_\_\_\_\_ **CLASS** \_\_\_\_\_  
**TITLE** \_\_\_\_\_ **ALIGNMENT** \_\_\_\_\_

**ABILITY SCORES**

|            | SCORE     | MOD |                                 |
|------------|-----------|-----|---------------------------------|
| <b>STR</b> | ___ / ___ |     | Melee att./damage, Open doors   |
| <b>INT</b> | ___ / ___ |     | Languages, Literacy             |
| <b>WIS</b> | ___ / ___ |     | Saves vs magic                  |
| <b>DEX</b> | ___ / ___ |     | Missile attacks, AC, Initiative |
| <b>CON</b> | ___ / ___ |     | Hit points                      |
| <b>CHA</b> | ___ / ___ |     | Reactions, # Retainers, Loyalty |

Ability check: Roll ≤ on 1d20

**SAVES**

|          |     |                                  |
|----------|-----|----------------------------------|
| <b>D</b> | ___ | Death, poison                    |
| <b>W</b> | ___ | Magic wands                      |
| <b>P</b> | ___ | Paralysis, petrification         |
| <b>B</b> | ___ | Breath attacks                   |
| <b>S</b> | ___ | Spells, magic rods, magic staves |
| <b>±</b> | ___ | WIS modifier to saves vs magic   |

Saving Throw: Roll ≥ on 1d20

**EXPERIENCE**

|             |     |                                |
|-------------|-----|--------------------------------|
| <b>Lvl</b>  | ___ | Experience Level               |
| <b>XP</b>   | ___ | Experience points              |
| <b>Next</b> | ___ | XP needed for next level       |
| <b>%</b>    | ___ | Prime requisite modifier to XP |

**ENCOUNTERS**

|             |     |                                       |
|-------------|-----|---------------------------------------|
| <b>Init</b> | ___ | DEX modifier to initiative (optional) |
| <b>±</b>    | ___ | CHA modifier to reaction rolls        |

**EXPLORATION**

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

**MOVEMENT**

|           |     |   |
|-----------|-----|---|
| <b>Ov</b> | ___ | Overland: 1/5 base mv. rate (miles/day)   |
| <b>Ex</b> | ___ | Exploration: base mv. rate (feet/turn)    |
| <b>En</b> | ___ | Encounter: 1/3 base mv. rate (feet/round) |

Base mv. rate = 120', unless encumbered

**ENCUMBRANCE**

|           |     |                                       |
|-----------|-----|---------------------------------------|
| <b>TR</b> | ___ | Weight of treasure & coins            |
| <b>EQ</b> | ___ | Weight of weapons, armor & gear       |
| <b>=</b>  | ___ | Total weight carried (max=1,600 coin) |

**LANGUAGES**

By class; extra languages if INT 13+

\_\_\_\_\_

**Literate**

**DESCRIPTION** \_\_\_\_\_  
 Race, hair, eye, and skin color, other features \_\_\_\_\_

**EQUIPMENT**

\_\_\_\_\_

**PORTRAIT OR SYMBOL**

\_\_\_\_\_

**MAGIC ITEMS**

\_\_\_\_\_

**BACKGROUND**

\_\_\_\_\_

**ABILITIES, SKILLS, WEAPONS**

\_\_\_\_\_

**TREASURE**

\_\_\_\_\_

**COINS**

|           |       |
|-----------|-------|
| <b>PP</b> | _____ |
| <b>GP</b> | _____ |
| <b>EP</b> | _____ |
| <b>SP</b> | _____ |
| <b>CP</b> | _____ |