Name _____

Height _____ Age _____ Class _____ ☐♂

Weight _____ lbs Z. sign _____ ☐♀

Secondary Skill _____ Birth _____

Level

Alig.

_____ x.p.
X.P. Total

_____ x.p.
Next level at

☐ none ☐ +5% ☐ +10%
Bonus to X.P.

Saving Throws

Death or Poison	Wands	Paralysis or Petrification	Breath Attacks	Spells, Rods or Staves

Languages: Common, alignment

Literacy ☐

Treasure

Strength — Melee Bonus

Intelligence — Additinal Languages — Starting spells — Copy scroll

Wisdom — Magic Save Bonus

Dexterity — Missile Bonus — AC Bonus — Skill Bonus — Initiative Bonus

Constitution — Hit Points Bonus

Charisma — NPC Reaction — Max # Retainers — Retainers Loyalty

Class Abilities & Notes

Equipment & Magic items

STR mod. to encumbrance

Generic version
without currency
1.1

Movement Rate

( )
exploration encounter

Adjusted Total weight

Armour & defensive items

Armour weight

Weapons weight

Equipment weight

Treasure weight

Open Doors

Listen at door

Find Room Traps

Find Secret Door

THACO

AC

HP d

Weapon	Mod. INIT	Mod. hit/dam	Damage	Weight	Short (+1)	Medium	Long (-1)